Pojo's

UNOFFICIAL GUIDE TO NEOPETS

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Detailed Look at NeoPets Phenomenon

- History
- Beginner's Guide to Raising your Pet
- Encyclopedia of Neopets
- Care & Feeding Guide

Detailed Look at the Trading Card Game:

- All Base Set Cards Reviewed & Rated
- Killer Decks
- Strategy Articles

...a whole lot more!!!

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TRIUMPH
ENTERTAINMENT

Blue Poogle
Neopet | Basic Poogle | Water
This Neopet gets +1 to all stats in contests on your turn.
Poogles are curious, playful, and friendly. They love to read and are always eager to learn.
Red Shoyru
Neopet | Basic Shoyru | Air
If given the proper care and attention, this Shoyru could grow up to be a great warrior!
Red Lupe
Neopet | Basic Lupe | Earth
This Neopet gets +2 to all stats in contests against Air rivals.
Even though they are hunters by nature, Lupes are also natural-born protectors, always throwing themselves into danger to help friends.
Red Korbat
Neopet | Basic Korbat | Dark
These mischievous little creatures are happiest wh the moon is full.
Green Kacheek
Neopet | Basic Kacheek | Light
This Neopet gets +2 to all stats in contests against Dark rivals.
Kacheeks are a shy little species that lives in the lush meadows of Neopia.

Credits

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Editor in Chief – Bill Gill, A.K.A. "Pojo"

Creative Director & Graphic Design – Jon Anderson

Publisher – Bob Baker

Contributors – Amy Gill, Kym Huynh, Scott Gerhardt, DeQuan Watson, Paul Hagan and Matt Murphy

Kym Huynh and our staff also wish to offer a sincere thank-you to the following people who voluntarily contributed artwork:

Artists: Katie Hartman; Kismet; Krista Nicholson; Megan Cubbage; Nicole Emery

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Neopets is an Amazing Phenomenon!!!

Neopets is an interesting phenomenon. I mean, there's no way a product like Neopets could have even existed before 1995 or so, because the World Wide Web really didn't exist in full force until the late 1990's. Neopets.com started in 1997, and in 6 short years it has grown astronomically. Nearly every kid and teenager that surfs the net knows what Neopets are. According to Alexa.com, Neopets.com is the 55th most popular website in the world.

(I also want to toss in the fact that the fine folks at Neopets advertised on Pojo.com in 1999 to tap into our huge Pokemon audience at the time. Maybe we can take a smidgeon of credit for its incredible growth).

I started playing Neopets online last year. I really had trouble getting started at first. I couldn't log in after signing up! Then I figured out that I had to turn off Norton Internet Security before logging in. If you are having trouble getting started, maybe it's your firewall. :-P

I currently have two online pets, a Red Scorchio which I adopted, and a Red Grarrl. My favorite games are "Spell or Starve" and "Word Poker". It's also fun to play the "Extreme Potato Counter" with a handful of people and have everyone watch a different part of the screen and see how far you can get.

Moving on. In the fall of 2003, Wizards of the Coast, the king of Trading Card Games, came out with a Neopets Trading Card Game. If you haven't played it yet, it's a really fun game. It's easy to learn, and a gas to play. Plus every Neopets trading card game booster pack contains a Virtual Prize Code redeemable at neopets.com for a chance at exclusive virtual items, Neopoints, and more! Some people collect the trading cards, and then sell the prize code cards on EBay. We've seen 10 prize codes go for $31 on eBay. That's unbelievable to me. Though I always use my codes as opposed to selling them.

Anyways, late in 2003 our publisher asked us to come with a Neopets book on short notice for the holidays. Of course we jumped at the chance. We broke the book up into two sections. The first section deals with the online Neopets world. And the second section deals with the Trading Card Game. We've assembled some of the best & brightest people and players in the world to help create this book. We hope you enjoy reading this as much as we enjoyed creating it. Please forgive us for any spelling errors this time around, as we really rushed to get this book into your hands. ;-)

Pojo

Pojo

P.S. Special thanks to all the talented artists who volunteered to provide us with artwork to use inside the book. That was really cool of you.

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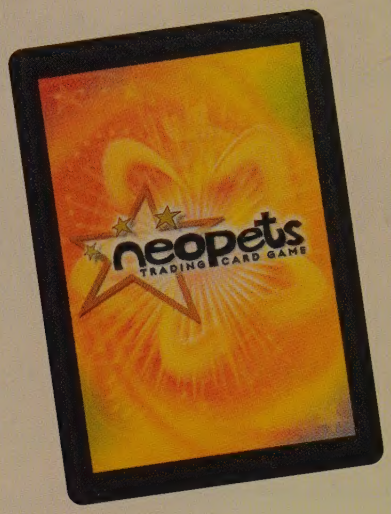

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Scott Gerhardt is a Pro Tour Magic: The Gathering Player. Scott was also regarded as one of the best Pokemon players in the world back in his heyday. Now Scott's reviewing every single card in the Neopets Trading Card Game at the present time. All 240 cards are reviewed individually for you here. This is pretty darn cool.

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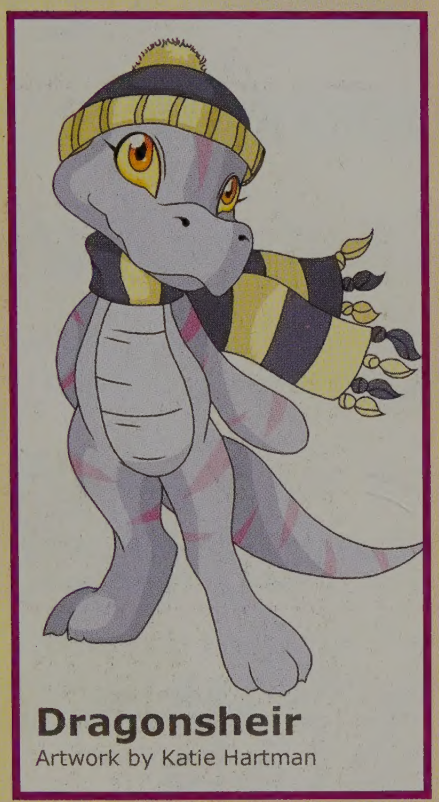
Exploring the World of Neopia

By: Kym Huynh

Welcome to the world of Neopets! I am Kym, a Neopets player who has experienced nearly everything that there is to experience in this game. This section contains a wealth of information for you to uncover and read!

Special Thanks To PPT www.pinkpt.com for their contribution and help!



Dragonsheir
Artwork by Katie Hartman

As many of you may know, Neopets is a game of magic and excitement, where any decision you make will affect other aspects of your Neopian life. This world is filled with friends to make. On the other hand, it is also plagued with scammers and scoundrels, who would like to do nothing better than to rob you of your achievements. In my opinion, the risks are worth it! This game, other than its entertainment value, has been an invaluable educational experience for me. From its scammers and hackers, I have learned that the world is not a perfect place. Through its integrated commerce system, I have learned the real value of money. Through its stock market, auctions and trading, I have learned valuable commerce and haggling skills. These things cannot be learned in the classroom. I am thankful that I was able to learn them in a simulated environment rather than learning them in the real world, where the results could become nasty. Are you willing to also learn these things?

Your Neopets journey will depend on the decisions you make at every crossroad. Will you become the richest Neopian? Will you aim to raise the strongest Neopet in existence? Will you aim to collect all the items that exist in Neopia to show off in your gallery? Or do you plan to hoard all the available trophies for everyone to marvel at? Whatever you decide, Neopets is wrought with fun, excitement, and it's fair share of dangers, which you will hopefully avoid. Alongside your Neopet companions, your journey will hopefully be a joyous one.

Keep in mind that every step you take will take you closer to your goals, no matter how big or small the step is. Even if you are an experienced player, this section of the book will hopefully give you insight into the world you play in.

Neopets is a game, which has no clear ending. Like many simulation games, there is no winning point, and the game only ends when you have chosen to end it. Any goal, which you choose to make, will determine how long you will play the game. Keep this book handy because it will aid you in your endeavors! Whatever you choose, good luck and happy Neopetting!

-- Kym

This section of the book is dedicated to my family and friends. I also extend a warm hand to the tremendous people at PPT (http://www.pinkpt.com) for making my Neopian experience a joyful one. Your crazy antics, random but intelligent conversations and supportive community nature have been a joyous ray of light.

Questions, Comments, Suggestions

If you have any questions, comments, or suggestions please email me knphuynh@hotmail.com ●

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In the Beginning

By: Kym Huynh

A long time ago in a land far, far away in the year of 1998, two college buddies notoriously known as Adam and Donna set out to create an online world of wonder, intrigue, magic and excitement. They didn't know that this world would one day become one of the most talked about worlds. Gracing television channels, newspapers and magazines worldwide, the amazing and intriguing world of Neopets now boasts multitudes of games, an awe-inspiring gaming world and an overwhelming interactive experience as you, the player, evolve your game play and grow alongside your pet as a person and friend. Welcome to the wonderful world of Neopets.

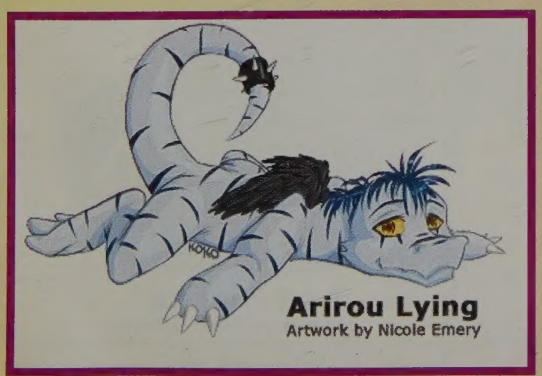
Project Neopets began as a small game created on a whim by Adam and Donna while they were in their college years. While Donna focused on the artwork and ideas, responsibility for programming and site work fell upon Adam's more than capable shoulders. The concept was simple. During the Tamagotchi era when virtual pets were on the rampage, Neopets provided an avenue for people to own a virtual pet on the Internet. A person would create his or her pet from a selection of many species, and then would be charged with feeding it, playing with it to keep it happy, and building a home to house their pet. To fund these activities, a person required a currency system, called Neopoints. Neopoints could be earned by playing games, gambling via the lottery and emulations of card games, and by opening a shop and selling items, which were obtained either by buying them or randomly finding them around the site.

In its first year alone, Neopets began drawing in thousands of people worldwide. Hardly focusing on advertising itself into culture through more direct means, the game was rapidly infiltrating mainstream society through word of mouth and recommendations by other players. The world had never seen such a thing. An easily accessible gaming experience which incorporated the best aspects of game classics, the interaction, the novelty, the many possible paths and specializations a person could choose and the never-ending challenge with no clear finish line were clear indications of Neopets' possibilities for success.

Gathow
Artwork by Megan Cubbage

Incredibly, all this was free. Neopets was supported via a system of integrated advertisements, now more commonly referred to as product placement. Running by the slogan 'We'll always be free!' Neopets has kept true to its word, and has continued in its endeavor to provide each new player with the best possible experience that can be gained from such a game.

While it was not the original intention, Neopets, apart from being a totally engrossing past time, has significant education value. Not unlike other facets of real life, this game is riddled with puzzles of logic which tests the player's problem solving skills, is infiltrated with scammers who provide all players with a quick How-Not-To-Get-Scammed 101 lesson, and has provided avenues of gaming experiences, which quickly teach the player that gambling never prospers. In addition, its own system of a stock market exists for those wanting to learn how the trade works, while its option of having shops quickly teaches every user valuable and all-too-important commerce skills. With its currency system, everyone is able to learn valuable economic concepts, including how to budget carefully. Clearly, Neopets is a work of genius, and if its past growths are anything to go by, we can surely expect even better things to come. ●



Arirou Lying
Artwork by Nicole Emery

Pojo Note: Did you know that in 1999, Neopets.com was one of the largest sponsors of Pojo.com? YEP! The folks at Neopets.com wanted to tap into our Pokemon fan base to help grow their site. Tens of thousands of people first discovered Neopets through Pojo.com!

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Getting On

By: Kym Huynh

Neopets isn't a complicated world. However, one of the biggest things a player will have to adapt to is the sheer amount of information he or she will have to process in order to adequately begin playing the game. The game concept may be simple enough, but the changes, which constantly occur, are anything but simple. Because of this, the game can be darn right confusing. Our information in this section will help give you that competitive edge, making your gaming experience so much more fun as you leave your friends and adversaries eating your dust as you speed off into the horizon.

The Neopets Menu

The Neopets menu is divided into similar interest groups. These links will take you to areas most commonly accessed by players.

Pet Central

Pet Central is the area you go to automatically after you create your pet. It is sometimes seen as the center of your Neopet's interactive life. This is where you can check out what special abilities your pets may possess (abilities which are granted from freeing bottled faeries), view any trophies won in contests and games, visit your own neohome, or take a peek at all the extra resources which are available, such as computer desktop backgrounds, screensavers, buddy icons, fun images and shop blogs.

Add Pet

Here you can create a Neopet to add to your family. Initially when you create your account, you will be asked to create one pet. The maximum amount of Neopets you can have on one account is four. However, if you desire more than four Neopets, you are allowed to create them on separate accounts. Rare Neopets, although they do appear in the Add Pet option, are not creatable, and can only be gained by various other methods.

Neomail

This links to your mail inbox called Neomail. Here you can contact other Neopets players, and they can contact you back. This area also links you to your neofriends list, an area where you can keep track of all your friends

Aeri Human
Artwork by Megan Cubbage

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on Neopets. Additionally, you can send anyone a neogreeting e-card or even record your journey with the neodiary!

World

Need to check the current Neopian time? This is where you should go! Also make sure to visit the world events listing, the gallery of evil, calendar, and very fun how-to-draw pages for extra arts and craft fun!

Explore

No journey is complete unless you make a travel of some kind, and the Neopian worlds provide it easy for you and have created many worlds for you to explore! If you are in the mood to explore distant and exciting lands, then visit here first to get a complete listing of where you can go.

Chat

Want to interact with other Neopians? The NeoBoards allow you to chat in real time with people everywhere in the world! With practically every major topic on Neopets covered by the boards, this place is a great place to ask for help if you are stuck in a rut.

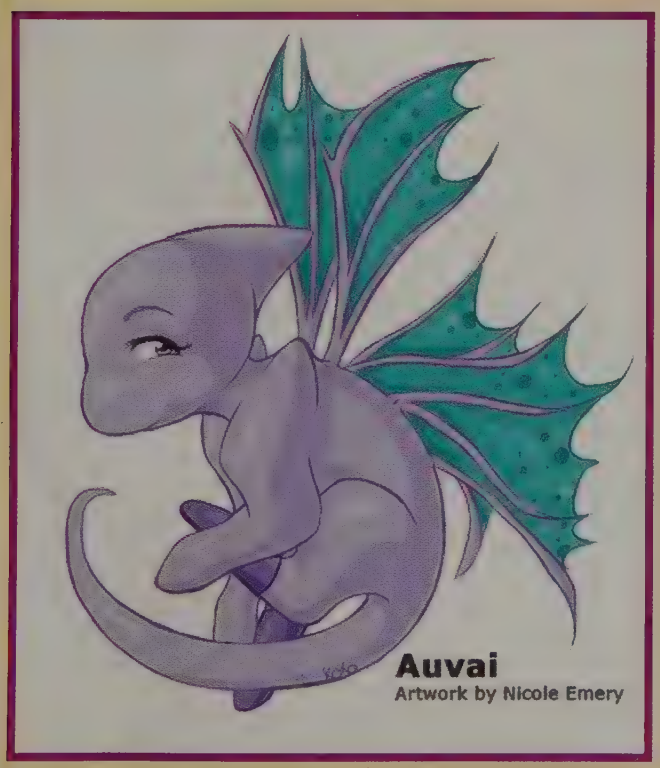
Leaping Mteke
Artwork by Megan Cubbage

Game Room

The following pages link you to all the games that can be played on Neopets, ranging from interactive multiplayer games to the Stock Market, and the flash Neopets games! As a major player in your initial neopoint income, the games room is a must for every player.

Objects

Linking to all the official shops, your inventory, the bank, notice board and other essentials, it is guaranteed that during your game play, you will visit this area at least once. It is the center of the commerce world in Neopets. If you're looking to create your shop, your bank account, or purchase any everyday items, this is your hot spot.



Auvai
Artwork by Nicole Emery

New Features

Need to keep on top of Neopets related news? Any new features, options or anything Neopets related will be reported here by none other than the dedicated Neopets team, bringing you the latest in Neopets news 24/7!

Help

If you have any general questions and wouldn't mind an instant answer, then visit this area, as it will answer all your most common questions. Make sure you read this section when you first begin, as it will clear up many of those new player issues. Note however that the search function can only look up one word at a time.

Login / Logout

Click here to log in or log out. Essentially your key to entering the Neopian world, ensure that your password is not easily guessable and give it out to no one.

The User Lookup

Your User Lookup is a display of your achievements and an up-to-date account of your journey and travels. It allows other people to view your profile and it has an automatically updating badge, which will tell you by the month how long you have played Neopets. If you have also been fortunate enough to win contests and games, trophies will be proudly displayed here, with the exception of Neopet specific trophies such as the beauty contests. ●

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The Neopets Toolbar

By: RedRocker

The Neopets Toolbar (which appears at the top of the screen when you enter Neopia Central, the Shop Wizard, and most other shop areas) is an essential tool for quickly navigating the Neopets site. Once you figure out how to effectively use this bar, you can get to all the essential locations much more effectively.

The Neopets Toolbar

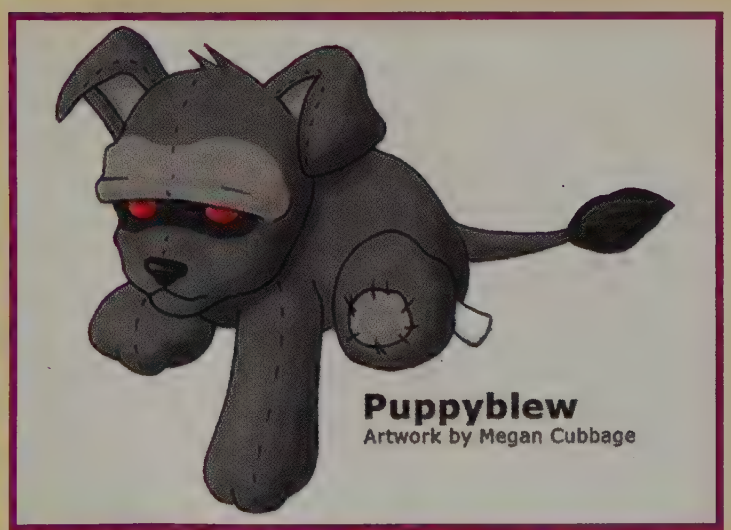
From left to right, the icons are: Your Items, Your shop, Guild Head Quarters, Auction House, Shop Wizard, Notice Board, Battledome, The Bazaar, Main Shops, The Marketplace, Neopets Merchandise, Recent Price Changes, National Neopian Bank, Trading Post, Money Tree, and Safety Deposit Box.

Your Items

The colorful scoop of ice cream is the link to your inventory. This displays up to 50 items that you are carrying around. By clicking on the items in your inventory and using the scroll-down menu, you can feed, groom, equip, read to, or play with your pet. Also using the scroll-down menu, you can stock things in your shop, store items in your Safety Deposit Box, put items up for trade, donate items, or discard them.

Your Shop

Clicking on the storefront will take you to the headquarters of your very own shop. Though it costs 150 Neopoints to first open the shop, and it can initially stock only five items, the investments of opening and upgrading are well met with profits. Once you start using the shop, money from sales can be withdrawn from the shop till.



Puppyblew
Artwork by Megan Cubbage

Guild Head Quarters

The house icon will take you to the central spot for all guild members. Guilds are clubs created by Neopians where those who share similar interests can talk, trade items, and organize nearly anything together. You can only be a member of one guild, whether it is one you create yourself or one you join. Note that some guilds are private, and you can only be accepted if the guild owner neomails you.

Auction House

With a gavel-shaped icon, the Neopian Auction House is a place where you can bid on items other people are auctioning off, or where you can auction off your own items. The auctions are open to all Neopians, and the highest bidder at the end of the set time limit gets the item. The transfer of Neopoints and items are automatic once the auction has ended, though it may take up to 24 hours for the transaction to take place. If you put an item up and no one bids on it, you will get the item back.

The Shop Wizard

The Shop Wizard's purple tent leads to the Neopets version of comparison shopping. The Wizard can search for any item you'd like, and will produce a list of private shops which have that item stocked, by lowest price. The Shop Wizard only searches a fraction

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of the private stores at a time though, so you may have to refresh the page a few times to find the absolute lowest price.

Notice Board

On the notice board, people pay to post their classified ads for guilds, shops, personal pet pages – virtually anything. The more you pay, the higher your ad goes on the board. This is an excellent place to advertise, if you have that kind of money to spare.

The Battledome

Clicking on the pink plushie will take you to the Battledome. In the Battledome, your pets can duke it out with other pets from all over Neopia. Two pets battle in a turn-based fashion, using learned attacks, abilities, and equipment to try to reduce the opponent's health to 0 before he or she does the same to you. In the Two-Player mode, you can challenge a friend (or enemy) if you know the name of their pet. In One Player mode, set challengers from the world will be available to fight, labeled with their difficulty level. It is recommended you don't fight the harder pets before your pet becomes a lot stronger.

The Bazaar

The left most part of the oval in the middle will take you to the Bazaar. Located directly next to Neopia Central, the Bazaar contains more shops, such as Pizzaroo, Usuki Land, Hubert's Hot Dogs, and the Chocolate Factory. Come here for deals on food, toys, collectable cards, and whatever else you can imagine!

Neopia Central Shops

The cheeseburger shaped icon, Neopia Central is home to all the necessary shops you need to raise your Neopet. The Neopian Bank, Food Shop, Book Shop, Hospital, and Pharmacy are among the buildings located here.

The Marketplace

The rightmost section of the oval, the Marketplace of Neopia Central is home to the top 500 private shops. The shops are organized by size, with the bigger shops at the top of the page. This is also the official home of the Shop Wizard.

Neopets Merchandise

Why limit your Neopet fun to the computer? This is the headquarters for real life Neopets merchandise. Here you can get news on new toy releases, as well as trade in any item codes you get from Neopets CCG cards.

Jitei
Artwork by Katie Hartman

Recent Price Changes

The bulletin board icon takes you to a listing of recent price changes Neopian shops have made. The prices are occasionally increased or reduced depending on the average price the Shop Wizard produces for the items.

National Neopian Bank

The closed safe leads to the Neopian Bank. Everyone has the opportunity to open a free bank account, where you can keep your Neopoints under lock and key while earning daily interest. The more money you have in your bank account, the higher the interest rate you have.

The Trading Post

Marked by a girl with a flower in her hair, the trading post is an outlet where Neopians can safely exchange items and Neopoints. People start lots with all the items they would like to trade, and they make bargains with other players.

The Money Tree

The Money Tree is a place where people can donate Neopoints and items, and other players can pick them up. It's a great place to find free stuff, but be warned – there are consequences for being too greedy. Also, it's rumored that you will have good luck if you donate to the tree.

Safety Deposit Box

The open safe at the end of the toolbar is your safety deposit box. Every player is provided with a safe to store their items in. This is a great place to store things you don't want thieves to grab, and also a place where you can put items that won't fit in your inventory. The Box is totally safe, so don't be shy about depositing your items. ●

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Neopian Lands

By Kym Huynh

In the world of Neopets there are many strange and exotic lands that can be explored at leisure by you. There are still many lands and locations which have not yet been discovered; however, be wary that many new areas have accompanying threats, which require the amassed efforts of every Neopian to save the world.

Lupe
Artwork by Megan Cubbage

Meridell

Meridell has a big history behind it. Discovered by a small band of children, this medieval country's issues shook the foundations of Neopia. An epic battle between Darigan and Meridell took place. The home of knights and damsels in distress, Meridell is famous for its brave deeds and epic tales of romance and adventure.

Krawk Island

Home of the Krawk Petpets, this island was the original haven for pirates where treasure was buried and mischief ran amok. For those who love a life of excitement and adventure, this island, located southwest of Mystery Island, is the place to go. It is rumored that treasures from the past are still hidden somewhere beneath the sand.

The Lost Desert

The land where Brucey B and his legions fought into lore and legend, the Lost Desert came about during the second major epic war between good and evil. If you have a great love of sand and the mystery behind the pyramid formations, make sure your Neopet is blessed with spells before venturing forth into the unknown sands.

Tyrannia

The land of prehistoric dinosaurs and ancient beings, Tyrannia exists on vast amounts of dry rock, in an area many miles below the Ice Cave. The Tyrannian Plateau contains a Giant Omelette that will provide food for your Neopets once a day for free if you visit.

Faerieland

Home of the faeries and the legendary Faerie Queen herself, this land is only accessible through flying thousands of feet skywards. Located directly above Neopian Central, Faerieland is also the home for the elusive Hidden Tower, which houses some of the most powerful (and expensive) items and equipment in all of Neopia.

Terror Mountain

Don't let the name scare you. This land is covered in ice, which make it an ideal skating park! At the base of this mountain lies Happy Valley, the most sought after holiday destination during Christmas and winter seasons and celebrations. Further up the mountains are the Ice Caves, famous for the Snowager, who jealously guards a hefty amount of treasure. At the top of the mountain lies the Ski Lodge. Rumor has it that a big mystery occurred there a few years back. What was it? Nobody knows...

Mystery Island

Mystery it is indeed. It is home to the Cooking Pot Faerie, Jhudiah. Mystery Island is also the home to the Trading Post, where Neopians can safely trade goods and Neopoints with other Neopians. If you visit, be prepared to lie on the beach, kick back and relax!

Virtupets Space Station

The original base of Dr. Sloth, this Space Station was converted into an amusement arcade after Dr. Sloth's original plan to transform every pet into a mutant was foiled by the efforts of many Neopians. It is also where the heroic deeds of the Space Faerie could be witnessed as she fought for the existence of Neopia. Although she won, she was exhausted after the battle with Dr. Sloth, and ever since, there have only been small sightings of the Space Faerie.

Haunted Woods

Often described as scary and thrilling, this spooky world is home to chilling calls and hoots. Be wary that the Brain Tree doesn't catch you, for the consequences of not answering his questions are said to be great. Make sure you visit the Deserted Fairground! ●

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Neopets

By Kym Huynh

Did You Know

That the Aisha started its life with a kite attached to its tail, but the kite was removed at the last minute before the Aisha was made public.

The complete guide to all of the Neopets, the following pages contain vital statistics and fun facts for all those Neopets junkies out there! Including descriptions and special abilities, each Neopet species is explored to leave you with an intuitive decision on what will work and what will leave you disappointed. With instructions on how to discover the rarest Neopets in existence, you can't go wrong with this chapter!

Striped Acara
Artwork by Krista Nicholson

Acara

With those cute eyes, cute ears, and cute looks, how could a person not help but fall in love with these cute creatures? Their wide-eyed innocence, trusting nature and giggles have the ability to charm a bird off its branch. A perfect addition to any family, this Neopet will always bring joy and hope, even during times when there seems to be no light. Perhaps it is their innocence that creates this, but this ability to give hope to anyone is perhaps the most powerful ability of all.

Aisha

Undoubtedly the most intelligent of all Neopets species, some even claim this Neopet possesses a certain degree of psychic power. Whether this means the ability to read minds or move objects with their mind (telekinetic powers) remains to be seen; however, what is certain is their amazing scientific and technological ingenuity. Believed to have moved to Neopia after a tragic accident on their home planet, there have been claims that some have discovered and unearthed the alien spaceships Aisha ancestors used to mass migrate to Neopia. If you do adopt an Aisha, be sure to provide it with many books to read, as nothing makes them happier.

Blumaroo

High on sugar and bouncy – who could ask for a more fun companion? Known for being extremely silly and thinking up ludicrous ideas, this Neopet is perfect for those who don't mind bouncing to and from places. This Neopet is joyous to have around, and its ever-optimistic nature will always put a smile on your face!

Bruce

Cute and cuddly are two words that spring to mind when thinking about this pet. Joyful in nature and in life, Bruces love competition, and if you place a Bruce near other Neopets, you will soon see them running around trees, running around houses in an attempt to see who is faster. Bruces excel at ice-skating, so much that there have been games created featured on this single aspect!

Buzz

Extremely fast and energetic, this hardy Neopet uses its four wings to gain extreme momentum and speed very quickly. While it may look somewhat fierce, this Neopet will be content if given fruits and berries to nibble on and is quite friendly. Woe

Sako
Artwork by Megan Cubbage

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beholds any who dare attempt to hurt it or its friends, however, as its lightning fast reflexes will shock the attacker before he or she can even think of running away.

Chia

The first Neopet to ever reveal itself, the Chia is a very interesting creature. Its strange genetic makeup renders the Chia in a constant state of change, exemplified when a Chia eats certain foods. Initially, people were alarmed that a Chia would turn into a pineapple after eating a pineapple, however now that people have come to realize the nature of the mysterious Chia, it is not uncommon to see Chias shaped like apples, lemons and limes walking up and down the walkways in Neopia. Extremely friendly and caring, expect a hug from this creature if you meet one.

Chomby

An herbivore, this prehistoric Neopet's long neck enables it to reach to the tops of trees where the green leaves are juiciest. While it is quite shy, this Neopet's huge size and hard skin make it a formidable opponent in the Battledome. One of the greatest joys of raising a Chomby is watching it in its early years, as they are quite clumsy!

Curious Chomby
Artwork by Krista Nicholson

Cybunny

Sporting a lion-like mane, these carrot munchers can survive in Neopia's coldest regions because their thick fur is able to keep them warm even in extreme conditions. A great addition to any family, the Cybunny is often confused with the Easter Bunny, who looks a great deal similar. Watch out for the Cybunny's legs, as they can pack a very powerful kick!

Draik

These Neopets are rumored to have originated from another world. One sunny day during Neopia's warmer months, a flock of Draiks was seen flying through the sky. To the amazement of Neopians below, these dragon-like creatures were very cute and friendly, and their ability to fly made traveling to Faerieland a great deal easier!

Elephante

While enormous in size, the Elephante is surprisingly quick and nimble. Its docile nature enables it to get along with anyone easily. Its calm exterior belies a potent weapon, its trunk, which is capable of firing any item very accurately in a missile-like fashion. Its small wings are also very powerful, capable of lifting the Elephante off the ground, although the Elephante is limited to hovering.

Eyrie

Considerably intelligent, this Neopet will never give up the opportunity to debate any topics that it deems intelligent and stimulating. Linked to the mythical griffins, these Neopets have powerful beaks that pack a nasty bite if anyone is unwise enough to annoy them. Also blessed with the ability to fly, this Neopet is seen as many as a utility Neopet. It can be a handy Neopet to have around when that book on the bookshelf is a little out of reach!

Sankura
Artwork by Megan Cubbage

Flotsam

Dolphin-like joy and sleek, this water bound Neopet is rumored to be one of the fastest swimmers in existence. Flotsams love racing the ocean waves, and often people visit the Neopian coast just to marvel at their antics.

Gelert

Distant cousins to the Lupe, Gelerts are the embodiment of all that is fun and goofy. They are joyous creatures with a love of anyone and everything. If you are exhausted from a long day at work, there is nothing better than coming home to a Gelert, who will do anything possible to make your day a happier day. Legend and myth have been written about their brave deeds. Such stories have made the Gelert a household name. If anything, their love of children makes them excellent baby sitters. However, don't let their

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fun-loving nature fool you: like their Lupe cousins, they're fiercely protective of their friends and family.

Grarrl

Strong and proud, the Grarrl is a fierce Neopet that should only be handled by people who are experienced with raising Neopets. Short tempered and very powerful, this Neopet will go on a rampage when angered, and won't stop for several hours. Able to eat anything and everything in its path, the Grarrl's sharp claws and teeth make it an unrivaled and potent fighter with excellent attack power. Approach these Neopets with caution, and run if you find one in a rampage!

Grundo

Grundos were once imprisoned by Dr. Sloth's evil regime. Through his evil ways and experiments, he mutated the peace loving Grundo into beefed up, mind-warped warriors. Only through the collaborative efforts of all the citizens of Neopia and the Space Faerie were the Grundos freed from their cruel enslavement and adopted into new caring homes. Grundos, like Aishas, are believed to have come to Neopia from space. While their cute demeanor may be a bit on the goofy side, their intelligence should not be underestimated.

Ixi

The Ixi are hardy forest and wood creatures that are renowned for their cunning and intelligence. Their speed is also something to be marveled at as watching them leap and bound through the forest is a sight to see. Initially they may appear shy, but they are always willing to lend a hand should anything go wrong. If you enter their habitat with bad intentions, be forewarned that they are the masters of the wood, and will not tolerate such ill intentions.

Jetsam

Cousins to the Flotsam, the Jetsam are the gangsters of the sea. While many view them as the pirates of the Caribbean, many epics and tales have portrayed these Neopets as misunderstood souls who crave for someone to care for them. Whether this is true or not, it is certain that those who have befriended these creatures have made a powerful ally, and their days are now filled with excitement and adventure.

JubJub

JubJubs are adorably cute and cuddly. While it may look like a big ball of fluff with two legs, those legs can pack a nasty kick when provoked. Often recommended as a companion for children, this Neopet loves being hugged and played with, so adopting another one to keep it company is never a bad decision!

Kacheek

Shy and peaceful, Kacheeks are often seen bouncing and prancing

Mteke
Artwork by Megan Cubbage

Yellow Grundo
Artwork by Krista Nicholson

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Ixi Faerie
Artwork by Katie Hartman

around Neopian meadows. Their bright colorings enable them to quickly hide amongst the flowers and trees and their fun-loving nature is a wonder to behold.

Kau

The Kau's milk has restorative powers. Gentle and peace loving, Kaus love large green pastures on which they can feed. In battle, the Kau's focus is more defensive than offensive, but that doesn't mean it can't still pack a punch. Its horns are sharp enough to teach those who annoy it a lesson they won't forget. Kaus are natural mothers, and should you want to search for one, look no further than a hospital or community orientated project. Also extremely intelligent, Kaus are known for their magical potion-making ingenuity.

Kiko

This strange amphibian Neopet, while nearly always appearing in water, has the ability to travel across land. It also appears to sport a bandage on its head. The purpose of this bandage is unknown. Kikos can pack mean water pumped attacks on anything they view as a potential threat.

Koi

Excellent mechanical engineers and inventors, nearly anything you find in Neopia was invented by these clever fish related Neopets. That's not just to say these Neopets are all brains though. They'll never give up a chance for some fun, and their mischievous grins are incurably infectious. Unfortunately, a mysterious disaster ruined their native city Maraqua, and all that remains are ruins. Most Kois are currently homeless, so Neopian citizens have been adopting these Neopets like crazy. Their help around the house is invaluable.

Did You Know

Koi *is* the Japanese word for carp.

Kougra

Originating from Mystery Island, this Neopet's cute and playful nature combined with its large paws and pointy teeth make it a natural in the Battledome. These cheeky buggers love to pounce on unsuspecting playmates, so if you plan to introduce this Neopet to your family and friends, make sure that its playmate does not confuse the Kougra's playfulness for aggression.

Korbat

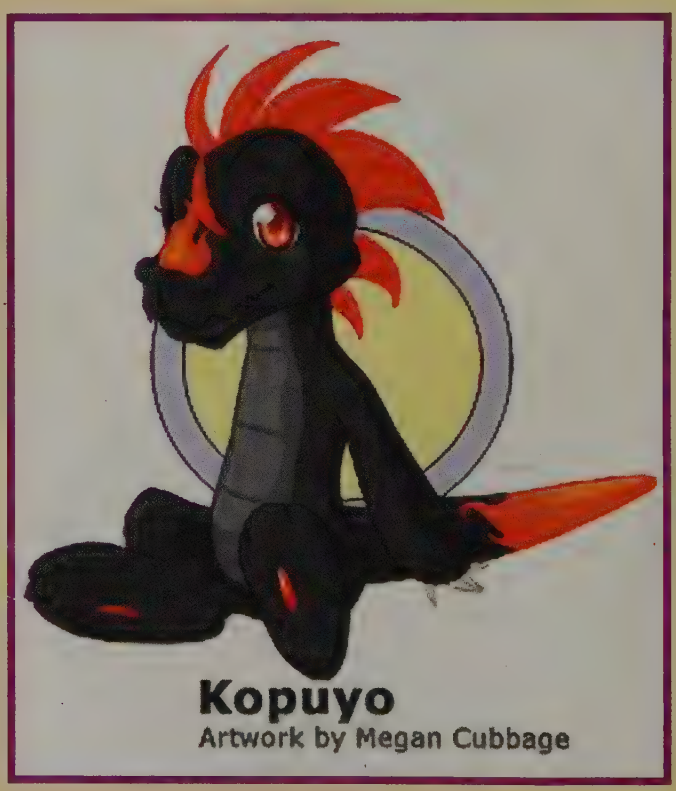
Seen flying and gliding around Neopia during the night rather than the day, these friendly creatures are great lovers of fruit and berries. They love these fruits so much that they are often seen swooping around Meridell farmland in search of these berries. If you are fortunate enough to own a Korbat, you'll always be guaranteed a full basket of fruit at home.

Krawk

The Krawk is the only species in existence that is a petpet mutation. One day, an owner took his Neopet to a cave filled with glowing fungus. The Neopet in question also brought along his petpet, which was incidentally a Krawk. When the petpet ate the fungus, it slowly mutated into a full-grown Krawk. Classified by scientists as a Neopet and a petpet, this creature loves mischief and it is a common sight to see a shop keeper chase a Krawk down the street while the Krawk runs away with a string of sausages, laughing gleefully. Also a seasoned fighter, this Neopet's outgoing nature and natural fighting ability make it a prime candidate for Battledome veterans.

How to Find a Krawk

Ensure you do not have more than three Neopets on your account, as



Kopuyo
Artwork by Megan Cubbage

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you will require an additional space to add a Krawk Neopet. Equip your active Neopet with a Krawk Petpet, and then visit the Fungus Cave located on Krawk Island. Have your Krawk Petpet eat the glowing fungus and watch it mutate into a fully-grown Krawk!

Kyrii

Gregarious and extremely friendly, these Neopets are often seen in groups of 3 or more. Intelligent and full of life, Kyriis are recommended as a perfect addition to any family as they're naturally caring and will go out of their way to make sure that everyone around them is as comfortable as they can be. Sometimes their friendliness can go a little too far, and they may prefer being a friend to their brothers and sisters rather than being a brother or sister themselves.

Lenny

One of the least seen Neopets, the Lenny is naturally tall and overtly cheerful yet highly intelligent. Its strut can only be described as graceful in a clumsy way, yet this species high degree of intelligence and quick thinking make it one of the prime candidates for enrollment in Battledome strategy and magic energy use and distortion. The Lenny posses a powerful inner knowledge, which only reveals itself in times of need.

Did You Know

The amount of letters in your Neopet's name will determine some of its dislikes. For example, if your pet's name contains five letters, your Neopet will refuse to have anything to do with any other item that also contains five letters.

Lupe

These Neopets are loyal steadfast and protective of their owners, friends, and families. Once you have befriended a Lupe, expect a friend for life! With four strong legs and a bite to match, this Neopet is one of the bravest, and will help protect its brothers and sisters in hostile situations. This species has played a large part in Neopian history. Jeran, a legendary Lupe character that played a very large part in the Meridell and Darigan wars, was an advisor to King Skrarll.

Moofeathers

Artwork by Katie Hartman

Meerca

Famous for its long, strong tail, the Meerca can be seen scampering up and down Neopian homes, forests and woods. Extremely quirky and cheeky, these Neopets are natural jokers and will play pranks on unsuspecting people and pets. While they may be one of the smaller species, their speed and wit more than makes up for what they lack in size.

Moehog

Initially considered a very rare Neopet, this creature has starting appearing around Neopia more frequently. Considered by many as a rebel with a cause, this Neopet is often seen in the middle of concerts partying with the best of them. Perhaps the music from the growing population attracted these music-loving creatures. Whatever the cause, this pet's fun loving attitude, street smarts and humor make it a prime candidate for any family. Just make sure to keep this Neopet separated from the more short-tempered pets.

Mynci

Mynci, the monkey Neopet is what would be described as an all-rounder. Cute yet strong, cheeky yet loyal, this Neopet's innate sense of loyalty and balance ensures that it is often seen around Neopia performing various feats and tasks, from shopping to helping their owners build a new stall or house. These Neopets are among the more versatile species, as their fingered hands and arm-like tail can grasp and hold onto objects in a similar fashion to humans.

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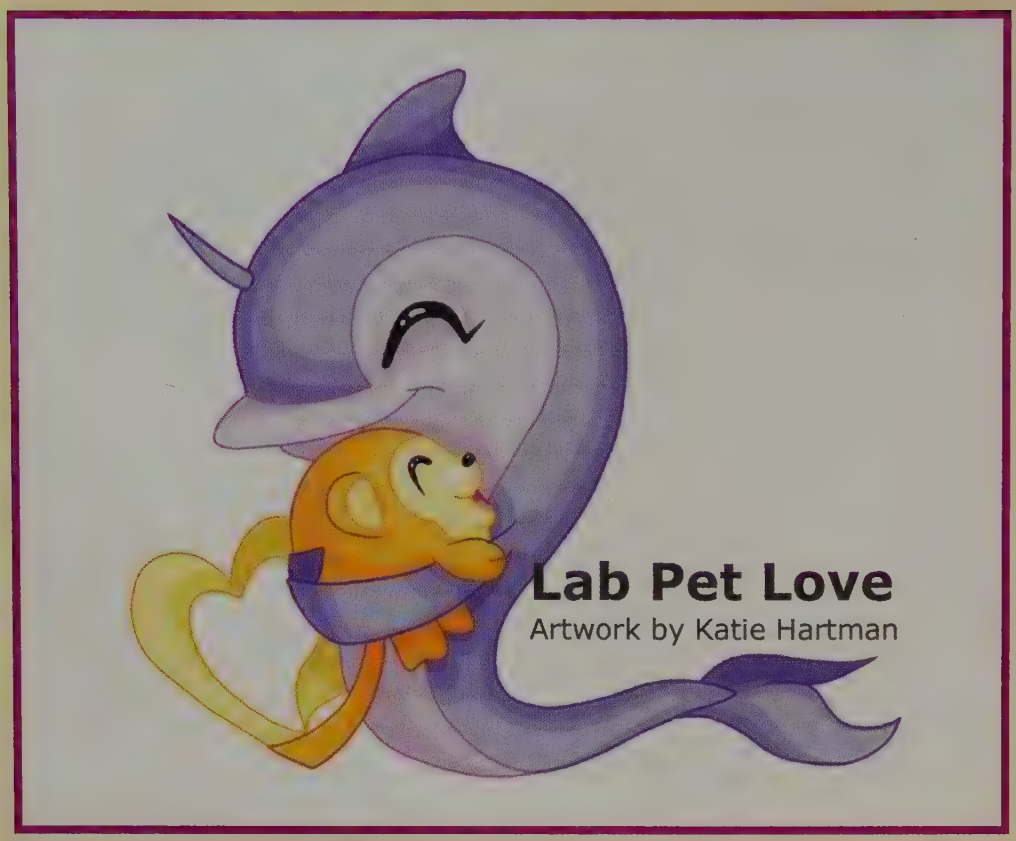

Lab Pet Love
Artwork by Katie Hartman

Nimmo

These Neopets are often thought of as the masters of meditation and the epitome of good virtue. Living on the belief that their faith will protect them, these Neopets' high spirituality renders it a very loyal and steadfast friend.

Peophin

Considered one of the most stunning and beautiful Neopets, the Peophin is a seaborne Neopet that is considered by many one of the most dazzling yet mysterious Neopets in existence. Citizens of Neopia one day noticed sleek and graceful movements in the clear waters off the coast of Neopia Central, but where they originated from is unknown.

Poogle

Originating from Northern Neopia, these Neopets have the potential to pack quite a wallop in the Battledome, as their cute exterior hides extremely sharp teeth. Naturally, these Neopets are quite good natured, and considerate, however it is advised to back away if Poogle ears lower and they start to freeze up. One will be able to tell if a Poogle is friendly is by the wagging of their tails.

Pteri

The only bird-like Neopet with exceptional flying ability is the Pteri. Somewhat cheeky in nature, these Neopets sometimes share their treetop homes with the scampering Meercas, and it is not an uncommon sight to see these two Neopets at it together tricking passersby with their clever tricks and jokes. Pteris originate from Tyrannia, and living in such a tough and hardy neighborhood has evolved them into extremely fast navigators of the sky.

Did You Know

The Shoyru is the only Neopet that was created by a Neopian player.

Quiggle

These frog-like amphibians love eating flies, and anything else people might consider yucky! They are often found sun-baking on rocks and hopping and skipping among the ponds and lakes they reside at. Quiggles can ribbit with the best of them. If you find your NeoHome invaded by thousands of insects, asking a few of your Quiggle friends to hop along to your house will clean up the small problem in no time!

Scorchio

These Neopets are extremely friendly and will never turn down an offer for adventure and excitement! If you ever decide to travel and explore the Neopian Mountains, don't be surprised to see some Scorchios scaling the rocky cliffs with ease. Their enthusiasm for fun and mischief is catching, so if you and your Neopets ever need a great pick-me-up, befriend a Scorchio. Their fiery origin will ensure an exciting family life.

Shoyru

Need a quick method to travel to the far and distant lands of Neopia? Fancy a winter holiday up in Snow Valley or to visit the home of the faeries in Faerieland? Shoyrus possess powerful wings which can fly you there before you can say 'holiday'. Shy by nature, this dragonish Neopet is very versatile and is a ferocious fighter, making this pet a prime candidate for people who visit the Battledome.

Skeith

These Neopets will eat anything! One of the biggest Neopets, this pet is renowned for its great defense and attack power, which can be attributed to its colossal size. Unfortunately, what it possesses in attack and defense power it lacks in

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speed. In the history of Neopets, never has a Skeith been known to win a race. Their habit of eating anything it can carry is also somewhat worrying. It's rough outside nature may also convey the message of unfriendliness, but once this Neopet is yours, you'll have an environmentally friendly living garbage disposal unit on your hands!

Techo

Unquestionably one of the happiest Neopets ever, Techos are a ray of light to any Neopet it encounters. Blessed with exceptional acrobatic skills, these natural performers are the life of any party and can hold any audience in tears of laughter for hours on end.

Tonu

Discovered in the mountains and valleys of Tyrannia, this Neopet is completely covered by a thick coat of skin, which will render any attack on it futile. Strong and powerful, this Neopet can handle and carry heavy loads with ease and is often seen helping out at construction sites. An exceptional fighter, this Neopets' rampaging charge is earth shattering. When a Tonu charges, get out of the way!

How to Find a Tonu

New Tonus only make periodic appearances into the Neopets population, and when they do, there will be a mad rush to befriend them. Numbers are limited and their appearances are random, so the best method to finding out when they appear is to keep tabs in the Neopets Chat Boards for notices other Neopian citizens leave! If you are lucky enough to find one, enter the Create-A-Pet page quickly and grab one before they're all taken!

Tuskaninny

Seal-like, this Neopet has huge teeth and an insatiable love of fish. It is easily found near the icy waters of Terror Mountain and Snow Valley. Offer this Neopet a fish and it'll be more than happy to follow you around for the day. More interested in playing than fighting, you'll be hard pressed to find a Tuskaninny near any Battledome arena. Woe befalls anyone who comes between a Tuskaninny and its fish. Perhaps that is the secret to unleashing their real power.

Red Scorchio
Artwork by Krista Nicholson

Uni

The most beautiful and vainest Neopet in existence, this Neopet's beauty is unrivaled. Unis will spend hours brushing their flowing manes and stare endlessly at their reflections every time they pass a mirror. Supply this Neopet with a good supply of assorted brushes and beauty accessories to keep it extremely happy. Be warned, however: should you ever go shopping with this Neopet by your side, make sure you carry a thick wad of cash, as the Uni has very expensive tastes in designer clothes and accessories.

Usul

Naturally caring, this Neopet will always ensure that its company is comfortable before paying attention to itself. Extremely loyal and giving, Usuls are examples of everything that is good and true in this world. Living on the belief that, "to be loved, one must love," these Neopets are always welcome to any family.

Wocky

Like the Scorchio, the Wocky is extremely outgoing, friendly and adventurous. Wockys love the great outdoors and the feel of the wind on a sailing ship out on the seas; therefore these Neopets are often the discoverers of treasure. Unafraid and brave, the Wocky is a perfect and powerful member of any battling adventurer.

Zafara

Zafaras are the bringers of good will and good luck to anyone who treats them with respect, love and friendship. If you know any friends that have won the lottery recently or have stumbled upon a rare treasure, check to see if they have any Zafaras! ●

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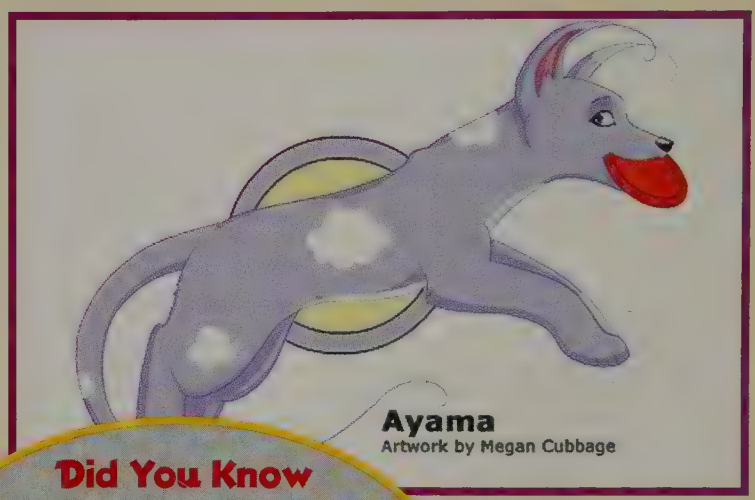
Care and Feeding

By Kym Huynh

Like sunlight is to a tree, food is necessary for Neopets (unless you like to see your Neopet described as "starving" -bad!). Part of the duties you have as an owner, is to make sure your Neopets are well fed and looked after. However, did you also know that certain Neopets have certain special effects from eating various types of food? For instance, no matter how hungry your Kau may be, if it eats any milk related product, it will instantly fill itself full.

If not properly cared for and neglected, Neopets can get sick, ranging from flu-like symptoms to more serious illnesses such as the neopox. Additionally, what you feed your Neopet should be carefully monitored, as some Neopets are allergic to certain types of foods.

You can tell if a Neopet is sick by looking at its quick reference page (the page where you can change your active pet) or the pet's search information page. They will either appear wrapped in bandages and looking forlorn as they wait for you to provide them with medical attention. ●



Ayama
Artwork by Megan Cubbage

Baby Uni
Artwork by Kismet

Did You Know

If fed ice cream, Quiggles will become sick. Because Quiggles are amphibians, they spend most of the day in the sun warming up. Eating ice cream makes them cold again.

Did You Know

The Water Faerie in Faerieland can sometimes heal your sick Neopets for free. Simply visit her every so often and sometimes, she will magically cure them of any illness they have, fill up their stomachs, or increase their hit points temporarily!

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Adoptions

By Kym Huynh

Unfortunately, sometimes people discover that they cannot handle taking care of more than one pet. Many of the abandoned Neopets can be found at the Adoption Center. For those with large hearts, they are given the option of adopting the abandoned Neopets to feed and care for them as their own.

If you chose to adopt a pet, remember that the pet name cannot be changed. This may be an issue to some people, as some owners like to give Neopets very random and not very nice names. However, as William Shakespeare once wrote in his much-acclaimed play Romeo and Juliet, 'A rose by any other name would smell as sweet' – It is not the name that matters but the heart behind the Neopet.

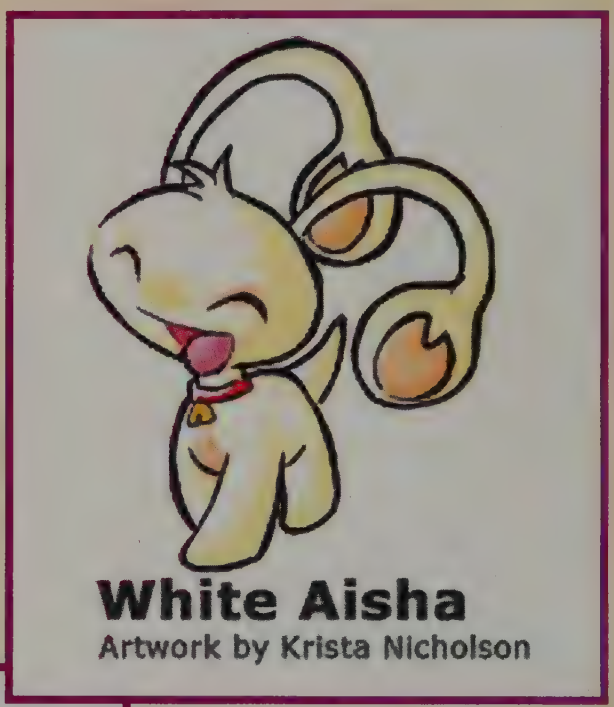
Adopting Neopets will also incur a small charge, which is the cover cost for taking care of the Neopet when it was in the pound. The stronger and more powerful the Neopet is, the higher the cost will be to adopt it. The charges are relatively small, so this shouldn't be too much of an issue.

If you do decide to adopt a Neopet, visit the adoption center in Pet Central and inform reception of your intentions. You will then be shown random Neopets from which you can choose one.

The Pounding Debate

Many arguments have been thrown back and forth surrounding the contentious issues of pounding or essentially, 'giving up' a Neopet. Some claim that there are already too many abandoned Neopets in the pound, and to subject the Neopet to the pound is cruel and unnecessary. On the other hand, some asserted that sometimes, a person must be cruel to be kind. People who advocate such views have expressed that it is better the Neopet be placed in the pound to find a better person who can take care of them, as the current owner is unable or unwilling to adequately take care of them. What are your views?

I'm a firm believer of giving the Neopet to a better owner if for some



White Aisha
Artwork by Krista Nicholson

Koko Loves Arirou
Artwork by Nicole Emery

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reason you find that you cannot take care of your Neopet anymore, but more recently, there has also been a method of passing your Neopet off to a different owner, without the need to leave it in the pound for extended periods of time. This method is called 'transferring pets'.

Transferring Neopets

Should a player decide to transfer their Neopet, whether to another account or to a friend, using the pound to send Neopets has become a common practice. There are dangers of course, but hopefully the method shown below will make the process as quick and as efficient as possible.

This method will require two people. One person will need to be logged into the account with the Neopet that they want to be transferred. The other person needs to be logged into the second account, which they want to receive the pet. If your person helping you is accessing one of your accounts, make sure this is a person you can trust and not some random person off the NeoBoards, who once in your account, will run off with anything valuable quicker than you can exclaim, "what the?!?"

Have both people visit the Neopian Pound. The person on the receiving end should visit the 'Adopt-A-Pet' area and in the search field, type in the Neopet's name. The other person in the other account also needs to visit the Neopian Pound. However, this person will need to go to the abandon option. As soon as one person abandons the pet into the pound, the other person needs to be notified immediately, whereby they can load up the adoption pages and adopt the pet pronto! Because there are many players in the adoption pounds, transferring rare pets should be done carefully. Therefore, it is recommended that the two people are able to keep in contact via online messaging clients.

Burglar Kougra
Artwork by Krista Nicholson

Did You Know

Any item, petpet and/or petpetpet equipped to an abandoned Neopet will *stay* with that abandoned pet even when it *is* adopted again. There have been occurrences where kind-hearted people have found that the Neopets they adopted were holding items worth millions.

Important Note

Make sure the receiving account does not already have four Neopets. If it does, it will be unable to grab the recently abandoned Neopet.

Oh no! Someone else adopted the Neopet before I could transfer it!

In the worst-case scenario, the pet you were attempting to transfer, or receive was snatched up by another person who was visiting the pound. In this case, you can find out who adopted your Neopet by running a name search in Neopets' search directory. The new owner's name will show up on the Neopet's owner description.

By neomailing the new owner, politely explain what happened and request that the Neopet be placed back in the pound for you to receive. Be careful however as the new owner is under no obligation to place the Neopet back in the pound for you and may keep it if he or she wishes. In addition, DO NOT offer Neopoints in return for the Neopet as the local Neopian authority will freeze you in your tracks faster than you can say, "I didn't do it."

Before transferring a pet via the pound, be aware of the risks involved and if you do decide to go ahead with transferring, be prepared to accept the consequences that it is possible that the wrong person could snatch up the pet. ●

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Neopoints

By Kym Huynh

Neopoints is the currency system in Neopia. Using Neopoints, a person can buy items, stock from the stock market, bid in auctions, and trade for other items on Neopets. While the prices of individual items vary, the trading, which occurs within shops and auctions, are what keeps the economy alive and well.

How Do I Get Them?

Neopoints can be gained from many different activities. Initially, players will make most of their income from playing games on Neopets. The higher a person scores, the greater the point returns.

After a small amount of Neopoints has been saved up, players have various options. They can either choose to spend it all on more items, or they can choose to invest it in the banking system, which give interests returns every day for keeping the money in the bank! For budding business enthusiasts, there is also an option to open a store, which allows the user to resell items they gain either from finding or buying them. There are many other forms of neopoint gaining activities, which will be explored below.

RedRocker Tip
On most games no matter how high your score is, the maximum amount of points you can earn per play is 1000. Also, there are certain games (Cliffhanger, Pyramids, Sakhmet Solitaire, etc.) you can play more than three times a day, but there is a limit of how many points you can earn from them daily, usually 3000 or 5000.

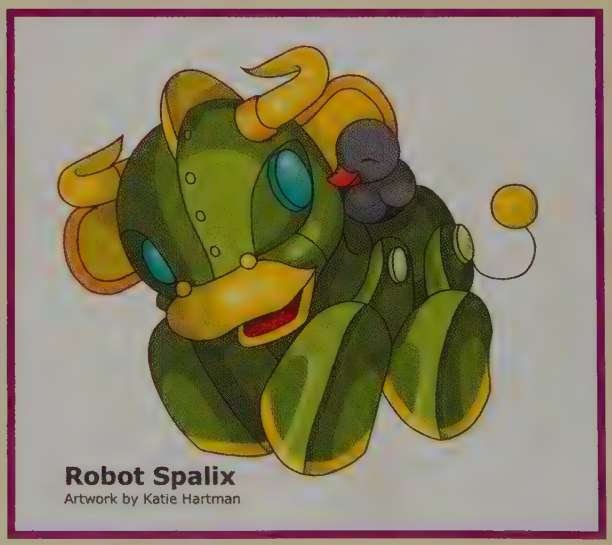
Getting Neopoints through Games

Gaining Neopoints through games is one of the first ways players can earn Neopoints. Gaming enthusiasts will find this an essential source of income day after day. Generally, Neopets provides every user with access to games with differing difficulty ratings. Typically, the harder a game is, the greater the neopoint returns. Many Neopians who play by this method choose two or three games to specialize in. They play those games repeatedly until they know every trick and secret. Using this information, they start achieving awesome scores, and may possibly end up on the high score table. The higher the score is, the more Neopoints they get. Also, if they end up on the high score table, they win a trophy for their achievements, and get a prize return every night of that month. Theoretically, if a player masters all the games, he/she could be drawing in 100,000+ Neopoints a day! As Neopets allows a person to receive neopoint returns three times a day per individual game, the Neopoints can add up very quickly! This method however is very time-consuming, and not recommended to people who want to see the Neopoints quickly.

Getting Neopoints through Opening a Store

This is often cited as the best method of gaining Neopoints. When a user chooses to open a shop, he or she pays a small deposit to reserve a piece of land for the shop. Initially, the shop can only hold five items to sell, but the shop is able to be permanently upgraded, five item slots at a time. Some users have even upgraded their shop into large convenience stores, boasting shop sizes of 200+ units, which enable the user to stock their shop with thousands of items!

A user stocks his or her shop by either finding or buying items in other



Robot Spalix
Artwork by Katie Hartman

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shops. Users gain Neopoints by reselling these items. The official Neopets shops are often inundated with other players, waiting for the shops to stock, so they can quickly grab items to stock their own stores. The official Neopets Stores are notoriously known for underpricing items which players are willing to pay thousands for! A player who chooses this method of playing, however, requires a very fast internet connection (cable or faster), and the knowledge of which items are the best to buy.

Essentially, players who play this method are called 'restockers'. Haggling skills are not important here, as you are attempting to grab the item before another player does. 'Restocking' is a very popular method and used by the majority of players, as it enables new players to effectively become rich overnight!

Did You Know

Players have been pleasantly surprised to find that their stock values have increased by 500% in some instances if they were held for over a year. However, holding stocks for this long also poses a considerable risk, as companies behind the stocks have been known to periodically become bankrupt.

Neopets shops also stocks items that can be resold for millions, so keep a good look out for them if you decide to become a storeowner!

How to Effectively Set Your Prices

Buying an expensive item in the official stores is all well and good, but there is no point if you cannot sell the item. When selling through your own private store, you are competing with every other private storeowner out there, so you'll need to price your products accordingly so the public is encouraged to buy your product first.

Visit the Shop Wizard in Neopia Central. He will produce a list of prices among privately owned shops, from the lowest price up, for the item you input in his search feature. For more specific details, read the subsection "Shop Wizard" under Shopping.

Getting Neopoints through Investing

Only people who have built up a considerable sum of Neopoints should only use this method. With countless millions in their pocket, they simply deposit all their Neopoints in the Neopian bank and retrieve their daily interest from their sum to use for whatever they want. Because their initial deposit is so large, their interest returns are also considerable. Also, using the bank is free! Most restockers who have made it big have resorted to this method, as it is similar to the restocking and game playing method, except the hard work has initially been done, and now all they need to do is sit back and enjoy the ride!

Getting Neopoints through Auctions

A cousin to the restocking method, a user will prowl through the auctions, searching for the best deals. For some strange reason, items in the auctions tend to be under priced, so a user can easily bid on items, win auctions and then resell that item for a higher price in their stores!

Auctioneers should exercise caution when bidding, as they could be bidding on an item, which is overpriced. Bidding can become quite competitive, so people who plan to play with this method should polish up their auctioning skills! Most auctions are won within the last few seconds, so having a fast internet connection is a big help.

Getting Neopoints through Trading

Also a method where a good base of Neopoints is recommended, this strategy is best suited to players who know his or her items should only play this method, as the potential to lose a lot of Neopoints on this venture is very real and very possible.

If a player is smart and knows his or her items, he/she could easily trade items that are worth millions, for items they own which can be worth less, thereby making a gain of the difference between item one and item two. Traders who can sense when a player needs an item urgent, can up the prices for their items, safe with the knowledge that their items will be sold!

This method of playing is very similar to 'restocking'; however, the time in which an item is gained and sold is considerably longer. Many players like to combine the restocking method and the trading method to help bolster their potential gains quicker.

WARNING:

When you place an item you own on the trading post, some people like to bid 1 neopoint on your items. As Neopets provides an option to accept or reject an offer, many would assume this would not be a problem. However, it is not uncommon for a person to accidentally click accept, effectively selling their item worth millions for one neopoint. Once accept or deny is clicked, it cannot be reversed, so be very careful when someone bids on your lot. ●

RedRocker Tip

Don't hold strictly to the idea that Neopets.com will restock their shops exactly every eight minutes. Some stores tend to restock regularly while others may take ten to fifteen minutes to restock. If you decide to visit one shop in particular repeatedly you can learn the restocking patterns in just a few days.

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Shopping

By Kym Huynh

Shopping is an activity which Neopians practice to purchase their Neopet toys, food and various other items. Many people also use this option to stock their own stores so they can resell their bought items. Unless you don't mind watching your Neopoints unnecessarily spill down the drain, learning haggling and shopping skills is a must at official shops anyway.

Shop Restocking

Often when a Neopian visits official stores, they will find that the store is empty of items. This is usually because the store items were so popular, that they were cleaned out (the book shop is a classic example of this)! Neopets shops usually restock their items every eight minutes, so stick around and you'll have a chance of being one of the first people with first pick of items when they do restock. Just ensure you buy the items quickly before anyone else can!

Haggling

Haggling is the art of effectively bringing down the price of an item before paying for it. The shopkeepers never expect people to buy items for the price they advertise the items at and nor should you! They set higher prices, expecting that you will try to bargain it down by a few hundred to a few thousand depending on how much the initial price is.

When haggling, make an initial bid of half the price. Every time, make increments of 100 Neopoints or a fraction of the remaining asking price until both customer and shopkeeper are happy. Remember that the shopkeeper will always pretend to act outraged at your 'ridiculous' offers, however this is just an act to make you offer more! Be forewarned, if you waste too much of the shopkeepers time, they'll simply refuse to sell you the item and during

RedRocker Tip:

New shop owners may notice that if they use the Shop Wizard to price their items, the results come up different when they hit refresh. This is because the Shop Wizard searches a different chunk of shops every time. Wonder why you have a hard time finding your name, even if you price your items dirt cheap? The Shop Wizard doesn't order shops by shop size, popularity, or anything like that. It orders them alphabetically by the first letter of your user name. If you want to find where your shop would show up, you have to refresh the results until you find the list where the letter of your user name fits. That's the only way to get accurate prices.

The different letter groups are as follows:

a i q y l 9
b j r z 2
c k s 3
d l t 4
e m u 5
f n v 6
g o w _ 7
h p x 0 8

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Did You Know

Haggling should not be done when the item is considered high demand. High demand items are usually any item that is sold at a very cheap price in the official shops. Because so many people are willing to nab the item at its asking price, you may find that while you haggle for it, someone may have already purchased it.

this time, someone else may have bought the item you wanted!

The Shop Wizard

The shop wizard is an invaluable resource which is free to use and is accessible by all Neopians. The brain behind this ingenuity is the magical JubJub, who is able to search all privately owned stores for any item you ask. After the searches, it will return with a complete list of the least expensive prices currently set for that item.

What to Watch Out For

When you are buying items, be wary that you are not buying items that are overpriced. This caution is emphasized because in various shops, especially in the battle and defense shops, items tend to be sold overpriced. A better option is to buy them in privately owned shops. A good indication if an item is overpriced is the time it takes for it to go out of stock. Items which disappear quickly are under-priced items, which everyone wants!

Often, rare items and items which are under-priced are highly sought after by Neopians, as they can be resold in private stores for a handy little profit. If you are lucky enough to find these items, it might not be a bad idea to skip haggling for the item, and buy it for the asking price before another Neopian grabs the item.

Shop Related - How to Price Items

Once you have opened a private shop and stocked it with items you wish to sell, your next task is to sell the items. If priced correctly, most items will sell out within twenty-four hours.

To ensure that an item is sold, send the shop wizard on a search for price of items you are selling. Once he comes back with the relevant information, price your item one neopoint below the lowest price. This encourages people to visit your shop over other shops!

How to Build a Shop

To build a shop, enter the shopping area in Neopets, and then apply to open a private store by clicking on the shop menu icon on the quick links bar near the top of the page. Once there, you will be asked if you will accept the start-up fee. If you accept, click yes and you'll have your shop!

Did You Know

Haggling can only be done in official Neopets shops. Haggling is not an option in privately owned stores.

Why a Shop Should be Built

Considered one of the best ways to gain Neopoints, shops allow Neopians to sell and resell their items so they can make a handy little profit. Most people who utilize the shops are 'restockers' – people who purchase under priced items from the official Neopian stores and resell them in their own stores at a higher price. ●

Darigan Eyrie
Artwork by Kismet

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Paint Brushes

By Kym Huynh

One of the coolest aspects of Neopets is the ability to dab your Neopet with a paintbrush, and watch it change colors and possibly shape right in front of you! As Neopets are able to be painted in various colors and shades, the options are unlimited there! The paintbrushes will allow Neopets to be painted according to themes, such as pirate and fire, while some paintbrushes can totally change the pets appearance! Have you ever wanted a faerie Neopet? It is possible with the Faerie Paint Brush!

Unfortunately, paintbrushes are very expensive. Even for a simple color change, Neopians are looking into hundreds of thousands. If people are lucky, the Paint Brush Phantom, who gives free paintbrushes to those it visits, can sometimes visit, however this is quite rare.

One of the most interesting paint brushes in existence is the Baby Paint Brush, which when used on your Neopet, will revert it back to its baby state. ●

Did You Know

Color isn't the only thing you can change about your Neopet. If it tickles your fancy, they can be turned into other species as well. Giving your Neopets a magical toy plushie or a magical potion is just some of the ways in which you can change your Neopets species.

Dragonsheir Ball

Artwork by Katie Hartman

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Faeries of Neopia

By Kym Huynh

RedRocker Tip

All new players can get a free meal from the Soup Faerie. Any owner who has less than 2000 Neopoints can feed their pets with free soup. Don't try to trick the faerie by putting the rest of your money in your bank account so you're only carrying 2,000 -- she looks in your bank too.

Special Faeries

Faerie Queen

Ruler of all faeries in Neopia, the Faerie Queen resides in the fluffy and cute world of Faerieland. She leads the crusade against dark and evil. In times of great need, this powerful faerie has been known to send various people powerful items to aid them in battle.

The Faerie Queen also sells powerful items enchanted with potent magic and enchantments to those who can find the secret Hidden Tower and to those who can afford the very expensive items.

Illusen

Residing in Meridell, this earth-based faerie is the twin sister to Jhudora, the dark faerie. For reasons unknown, these two had a falling out, and even then, it is still uncertain if the fight was staged for an ulterior motive. All that is known is that this faerie aided Meridell in the war against Darigan. Illusen lives in a glade in Meridell, and asks certain items from those who come to visit her. Those who bring her those items are said to receive great rewards.

Jhudora

One of the most mischievous faeries in existence, this dark faerie will inflict sickness, pestilence and bad luck on your Neopet if left unpleased. Residing in Faerieland, it is unknown why the Faerie Queen allows this dark faerie to conduct business in a city which is renowned for its good intentions and generous deeds. All that is known is that if you don't please this faerie, be prepared to pay the consequences, no matter how bad they are.

Space Faerie

In a galaxy far, far away, there exists a Space Faerie, the embodiment of all the cosmic power of good and just. The extent of her power is unknown, but she served tirelessly in the war against Dr. Sloth's evil bid for power in the early ages of Neopets' history and fought to free the enslavement of Grundos.

Battle Faerie

In times of great need, the Battle Faerie appears and aids those whose hearts are pure. Teaching the ancient forms of battle and strategy, any Neopet lucky enough to be graced by her presence will have their abilities increased ten-fold. Whether or not this faerie truly exists is questionable, but ancient texts have made many references to periodic appearances made by this faerie and her steed named Legacy. Rumored to be a master of many disguises, appearances by this faerie have been very rare.

Jhuidah

Jhuidah, the cooking pot faerie resides on Mystery Island, where she guards her mixing pot. This magical pot has the ability to fuse two or more items together when mixed. If you can discover the secret combinations to mixing ingredients, powerful battledome weapons can be made.

Soup Faerie

A humanitarian faerie with the biggest heart, the soup faerie will provide free food to Neopets whose owners cannot afford to buy them any. With her soup kitchen located in Neopia Central, her cooking pots feed hundreds of thousands of Neopets every day.

Snow Faerie

The Snow Faerie lives on top of Terror Mountain, among the icy winds and frostbitten snow. Regarded as the

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Jhuidah
Artwork by Katie Hartman

most popular holiday destination among neopians, due to its large visitor record, the Snow Faerie is one of the most accessible faeries in existence. If a person is kind enough to complete one of her requests, that person should expect to be rewarded handsomely.

Dung Faerie

Specific information about this faerie is unavailable. In addition, what this faerie looks like is unknown. The only proof of this faerie's existence is in the Meridell Rubbish Dump donations credits list, which lists the Dung Faerie as a daily contributor.

Negg Faerie

Keeper of the much-coveted neggs, this faerie will buy and sell neggs, which have ranged effects from granting toys to increasing your Neopet's statistic points. While some of the neggs that she will trade can be a tad on the expensive side, she guarantees quality and endless supplies.

Tooth Faerie

Every now and again, your Neopet loses a tooth. What better way to use the tooth than to have it collected by the Tooth Faerie and receive some Neopoints in return! This is exactly what the tooth faerie does. If your pet's tooth is squeaky clean, expect great neopoint returns for the collection of that tooth.

Grey Faerie

The Grey Faerie is a faerie that lost her wings and was trapped by a dark faerie named Jennummara. Originally called Baelia, not much is known about this faerie except that she is on a quest to find another name to regain her wings and powers.

Normal Faeries

Normal faeries are abundant in Neopets. The most common forms are usually found bottled and sold in Kauvara's magic shop. Notorious for his faerie catching abilities, Balthazar, a bounty hunting Lupe is the main source of supply for these faeries. However, if your Neopet has that special factor and is quick enough, it will be able to sometimes catch faeries while you travel the lands of Neopia. Once in possession, these faeries will grant your Neopet a special ability in exchange for its freedom. Be forewarned – should your Neopet's level not be high enough, the faerie will be unable to bless it and will fly away.

Light Faerie

Bringer of hope in times of despair and sadness, this faerie's ability to turn wrong into right makes it a very popular faerie among many Neopets. Their sworn enemies are the dark faeries, who follow the light faeries' deeds uncannily, attempting to wrong every right the light faeries do. When these two elemental faeries confront each other, duck and take cover as the sparks fly!

Dark Faerie

Their mischievous ways hide their hidden agendas. Neopets shiver in fear each night before they go to bed, as their owners and parents tell them stories of how dark faeries lead weary

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travelers deeper into woods and forests where they become even more lost. It is widely known that these faeries should never, ever, be trusted. Sometimes desperate pets come to these faeries for aid – at a large price.

Earth Faerie

Concerned with anything to do with nature, these faeries are natural mothers and will ensure that nothing goes hungry. These faerie always strives for a delicate balance, believing that a mixture of light and dark need to exist to keep everything in harmony and as they should be. Earth faeries will unite with the light faeries when they are losing a battle, then change sides and unite with the dark faeries

Snow Faerie
Artwork by Katie Hartman

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when the dark faeries have the lower hand. More often than not however, these faeries keep to themselves, and refuse to take sides in the squabbles between the light and dark faeries.

Fire Faerie

Steamy, hot, fiery and passion to reach its goals are what the fire faeries are all about. Considered the coolest of the faeries, these powerful faeries are strong believers of getting out there to do what you want. Be careful if you approach these faeries, as if they are angered, they'll pay you back by setting fire to your clothes.

Air Faerie

Beauty and grace are what these faeries are all about. Nearly all of them possess long hair and graceful looks to match. Because they harness the power of the winds, they're extremely fast, and when confronted will vanish within a blink of an eye rather than meet the attacker head on.

Uber Faeries

Uber faeries are stronger versions of the normal faeries, and are the ones that will sometimes grant you quests when it requires certain items. If you complete the quests, they will reward one of your Neopets handsomely, by raising either its strength, defense, speed, intelligence or making it full. Refuse their quests however, and word will spread quickly throughout Faerieland and the faeries will hold you in disfavor, refusing to ask you for further quests for a period of time.

Light Faeries – Light Faeries ask you to find them trading cards, and will raise your pet's level.

Dark Faeries – Dark Faeries increase your pet's health points when you bring them toys.

Fire Faeries- Fire Faeries trade clothes for attack power.

Water Faeries – Water Faeries ask for books, and raise your pet's defense.

Air Faeries – Air Faeries want beauty products, and will bless your pet with speed.

Earth Faeries – Earth Faeries want magic items, and will feed your pet. ●

Site Spotlight
Further Reading

By Kym Huynh

One of the limitations of our first book is how much information can be placed inside it.

With such a large fan base, it is not surprising that there are thousands of Neopets fan sites on the Internet. One fan site you can visit for more information is PPT at http://www.pinkpt.com.

I recommend PPT for further reading to any reader here. Any strategy, solution or secret that exists on Neopets is listed here. This website is also extremely credible, and while not only providing lots of articles, hints, tips, solutions and secrets, it has very comprehensive sections on:

- How-not-to-get-scammed
- A reliable Battlepedia for all those veteran battlers
- A complete walk through for NeoQuest including full maps
- A workshop with modeling instructions for all those art and craft junkies
- A large adoption agency
- And also one of the largest Neopets Community Forums

PPT Air Faerie
Artwork by Katie Hartman

Other Noteworthy Fan Sites:
http://www.nothingbutNeopets.com/ Nothing But Neopets
http://www.Neopetsinfo.com/tno/ The Neopets Commentary
http://www.neoitems.net/ NeoItems
http://www.neononsense.net/ NeoNonsense

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Neopets, Base Set Card Reviews

By: Scott Gerhardt

When I started revieuing these cards, more so than ever, I learned they have some of the same properties that so many card games before them have had - the game is very rare intensive. This means that the more rares you have, the better a deck you uill often be able to make.

POJO'S CCG RATING SYSTEM

LAME ★

COULD BE WORSE ★★

WORKS FOR ME ★★★

SOLID ACTION ★★★★

FREAKIN' AWESOME! ★★★★★

It's a very unfortunate circumstance of collectable card games (CCG) that the best cards are the ones that are hardest to get. However, the very nature of CCG – the best cards are in the most demand, and thus are harder to aquire. When reading the reviews, please remember that all cards were reviewed strictly on their playability and rarity was definitely not taken into account. While a card might need to be a 4 or 5 to be good if it's a rare, you may find that some commons and uncommons with ratings for 2.5 to 3 may be good for decks on a budget. We certainly understand that it can be difficult and expensive to always build the best deck, so be sure to look at some of the lower rating cards when you get into commons and uncommons, if you don't have a limitless supply of cards and money.

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1

Aisha Myriad

"This card can be comboed, but is generally bad on its own. You don't need to cycle through your deck so fast with this. In general, find better Items"

★★★

5

2

Commander Garoo

"Not enough good stuff to be played. Solid stats, but rolls over to Earth. Air has better villains"

★★★½

3

3

The Darkest Faerie

"Now here is a villain that is vicious. Drawing a card isn't a horrible reward for defeat, 3 of it's 4 stats are good, and if you don't win, it hurts - a lot! This is definitely a great Dark Villain"

★★★★

4

The Ensorcellator

"This card is quite limited in use. Limiting it to two arenas, plus its ability only being slightly useful makes this card only playable in specialized decks."

★★★

5

Faerie Slingshot

Absolutely fantastic. This equipment helps anyone regardless of who it's on and makes any Neopet virtually unstoppable by anything less than a 6. Using it with returnable items makes it significantly broken.

★★★★½

6

Ferocious Negg

"Bad stats, but if you get lucky, it lets you search. Maybe this works well in some decks, but the bank would need to be at least 3 for me to consider this one."

★★½

7

Fire Shoyru

"Great for a Shoyru deck. Mostly good for getting rid of pesky Faerie Slingshots. Its stats aren't fantastic, but it can help even out a playing field. Play 1-2 with Shoyrus"

★★★★

8

Fyora the Faerie Queen

"She's almost always going to be a winner, but it costs you two Neopets to use her. There are usually better card advantage uses than her."

★★★

9

Ghost Lupe

"I'm not a big fan of this guy. He's dead in strength, only okay in Agility, making him only good half the time. His other stats aren't great, and the bonus, not that superb to being with, only works on your turn. I'll pass"

★★½

10

Grarrl Gladiator

"In my opinion, one of the best experienced pets there is. Sure, he only has one good stat, but that stat is almost always a winner. Even if he gets thrown somewhere bad, he will win a third of the time. In a game of die rolls, doubling your chances is amazing."

★★★★★

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11 Grimoire of Thade

"Great, solid stats, and the bank ability is fantastic. If you're playing 4 or more experienced Neopets, you can't beat getting a bank point and drawing 2 cards. Wonderful!"

★★★★½

12 Hubrid Nox

"Two good stats, two bad ones. Water rolls over Hubrid, and it's only really that fantastic in intelligence. If Fire really needs a villain, I guess this one will work."

★★★

13 Hubrid Nox Statue

"Don't trick yourself - this thing is only a bank value of three, and only if you have a Puzzle Box there. It requires Dark to play, and the stat bonuses are okay. You won't generally be able to make this card work well."

★★½

14 Illusen

"She is a good solid reset, allowing you to put all your Earth Neopets where they need to be. Good for earth heavy decks, but somewhat limited outside of that."

★★★½

15 Illusen's Staff

"If you can focus on Magic and Intelligence, this is a solid card. It gives a decent Magic bonus and a variable, but large intelligence bonus that makes it useful in the right deck."

★★★½

16 Jeran

"This has an interesting lure effect. If you play it right against the right deck, you can completely clear other arenas so your Neopets get a clear shot. Jeran might play the sacrificial lamb, but it's good to play into an arena with a villain, nailing down an opponent's turn. Against Dark, he's fantastic. Not great otherwise."

★★★½

17 Jhudora

"She slows the game down immensely. Two fantastic stats make her a hard-to-penetrate ""wall"". All players will have a hard time banking with her down. The win condition is pretty good, though. You might be able to set up a good condition of having her stall, then self-defeating her. Look for combos here."

★★★★½

18 Jhudora's Wand

"I'm quite scared by this card. If you can play it with other cards that refill you hard quickly, it's not a bad fast play. It will utterly own the Magic and Intelligence arenas, but at a tremendous cost. If you can play it the early-to-mid game, it could be a winner, but you don't want to play it late."

★★★½

19 Kadoatie

"This will help keep your light deck well rounded. It gives solid, but not broken bonuses to any arena. It's playable if you're trying to stay well-rounded in a utility deck."

★★★★

20 Korbat Researcher

"Lower stats, but if you keep him in the right place, it allows you to really sift though your deck fast. Use him with books that already have drawing effects upon banking, and you'll build a quality hand in no time. Don't go overboard, but 2 of these with Korbats is good."

★★★★

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21 Lord Darigan

"Not a bad stat in the house, and it makes all your Dark Neopets a little big stronger. This may be my favorite villain because it's a wall you just can't seem to get through, while giving you a chance to break through other places with the stat bonuses."

★★★★★

22 Magnus the Torch

"It's fire's only good hero, but that doesn't mean Fire should play with heroes"

★★½

23 Malevolent Sentient Poogle Plushie

"Good 'ole MSPP is the ultimate in slaughtering Villains. If you're against a lot of Villains, this is your man. Even against other Neopets, it's pretty solid, usually giving you an opening stat advantage. If playing Dark or Water, I recommend 2-3 in every deck."

★★★★★

24 Master Vex

"A decent Hero, but provides very little towards a major advantage. Not great against Villains, and can still be outstatted or outitemed against other Neopets. There are definitely better heroes"

★★★

25 Moltenore

The Petpet for fire with the same similar effect Kadoatie has for light. It will keep you rounded and give your Neopets a shot in any arena.

★★★★

26 Rainbow Paint Brush

"If this card allowed the experienced to go into hand, I would be jumping for joy over it. As it is, it gains no card advantage, only library manipulation. There are plenty of ways to draw cards, and the stat bonuses don't make it worth playing"

★★★

27 Rainbow Swirly Thing

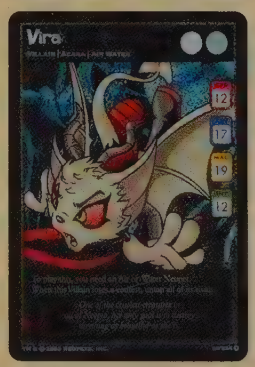
"This is pretty bad. If gives few bonuses on its own and requires you to win with a 6 to even have a good effect. Searching is good, but it's not worth it to only search 1 in 6 times. At least it has an okay bank value."

★★½

28 Siyana of Taldor

"She's great against Dark, and will probably take out most Villains and a lot of Dark Neopets. She's a solid hero for light."

★★★★



29 Vira

"With decent stats, it's really nothing special, but the Villain of choice for both air and water players."

★★★★

30 Vira's Dagger

"You're not going to catch me dead playing this. The bank is only 2, the effect if marginal, and it's uses limited, and it's swap around ability not as good as advertised. There is better, and I'll play with it."

★★

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Blue Poogle
This Neopet gets +1 to all stats in contests on your turn.
Poogles are curious, playful, and friendly. They love to read and are always eager to learn.

31 Blue Poogle

"Poogles are generally the strongest basic type, and this is the best Poogle. Solid stats in all 4 arenas, plus much beefier on your turn. "

★★★★★

Blue Shoyru
This Neopet gets +2 to all stats in contests against Earth rivals.
Shoyrus love to play hide and seek in the clouds. Blue ones are especially hard to find!

32 Blue Shoyru

"One excellent and 3 decent arenas. Against Earth it's great. Otherwise, simply solid"

★★★★

Green Kacheek
This Neopet gets +2 to all stats in contests against Dark rivals.
Kacheeks are a shy little species that live in the lush meadows of Neopia.

33 Green Kacheek

Two strong arenas and good against prevalent dark rivals. A good basic.

★★★½

Red Grarrl
This Neopet gets +2 to all stats in contests against Light rivals.
Grarrls are powerful, fierce, and terrifying. At least, that's what they want you to think.

34 Red Grarrl

"Not that great, but needed for Grarrl decks, and the best Grarrl basic."

★★★

Red Lupe
This Neopet gets +2 to all stats in contests against Air rivals.
Even though they are hunters by nature, Lupes are also natural-born protectors, always throwing themselves into danger to help friends.

35 Red Lupe

Good against Air and has 3 solid arenas. Nice in general.

★★★½

Yellow Poogle
This Neopet gets +2 to all stats in contests against Fire rivals.
You wouldn't guess it at first, but Poogles have extremely sharp teeth.

36 Yellow Poogle

"Only slightly less good than Blue Poogle, it has more rounded stats, and better against fire. Still great."

★★★★½

Acara Acrobat
Before you roll for a contest this Neopet is in, you may choose a card from your hand and discard it to use this Neopet's agility stat instead of the arena's stat.
Who said you needed wings to be able to fly?

37 Acara Acrobat

"This card is overly agility focused, and even that stat isn't that great. This card should be in the Agility arena, making it's ability close to useless. "

★★

Acara Treasure Seeker
Once each time this Neopet is in a contest, you may choose a card from your hand and discard it to reroll your die.
One of the Acaras' favourite pastimes is diving for hidden treasure off the coast.

38 Acara Treasure Seeker

"This is a far better Experienced for Acara. It's stats are generally better, and it's ability is better. Being able to reroll that chance for a 6, or being able to cancel out that 1 can be quite useful."

★★★★

Aisha Enchantress
When this Neopet is in a contest, it gets +2 to all stats for each item you and your opponent play.
She is the Keeper of the Sacred Grove, High Lady of the Forest. No one enters her domain without her permission. No one escapes without it, either.

39 Aisha Enchantress

"A couple of decent stats, and it's ability is really good, especially with boomerang items. It's a decent Experienced for Aisha, but certainly not overly strong."

★★★½

Apple Lantern
When you bank this card, reveal the top 2 cards of your deck. Put any Fruit there into your hand and put the rest into your discard pile.
These cute little fruit-o-lanterns have all the eggs into the pumpkin patch mysteriously were missing.

40 Apple Lantern

"If you're playing fruit heavy, it's quite nice, as it can often give you 1-2 cards in hand, plus a bank of two. Combine that with a solid strength bonus and it's quite playable."

★★★★

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41 Balthazar

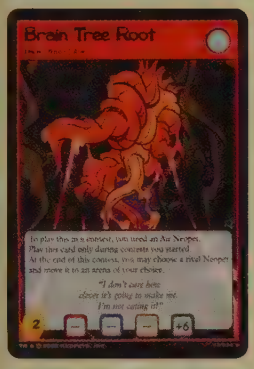
"Quite a nice Villain. Faerie's can't touch it, and it has decent stats. Good for earth"

★★★★

42 Battle Eyrie

"This card is ridiculous. The stats aren't that great, but it more than makes up for it with the fact you can roll two dice. It doubles your chances of an auto-win and can make your stats pretty solid. This card is an auto for Eyries and a really solid experienced."

★★★★★



43 Brain Tree Root

"Great intelligence bonus and can move a rival. If it did one more thing, I'd recommend it. As it is, it's only good, not great."

★★★½

44 Cackling Negg

"There are good Negg decks out there, and this goes in it. It can simply win a contest for you late. Not good unless you're playing the Negg deck, but you need probably 2-3 copies of this in the Negg deck."

★★★½

45 "Calabrus, Cloud Aisha"

"It's alright if you don't have access to holos. Otherwise, not that good."

★★★

46 Cardboard Enemy

"This only has some possible good effects if you're playing Villains with negative loss conditions, like The Darkest Faerie. In general, though, it's quite a bad card."

★½

47 Copier v2.0

"A good defensive card, but generally only good when your back is against the wall. You should build your deck to win, not to prevent losing."

★★

48 Darigan's Blight

"A nice card if your deck is Villain dependent. Sometimes, this will do nothing for your opponent. If you rely on Villains and are going fire, it's very good."

★★★★

49 Dark Faerie Sisters

"Really bad stats for a Villain. I know they're popular, but they're really bad."

★½

50 Dissent

This is a downright horrible circumstantial card. Please don't play it.

★

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51

Eliv Thade

"It's basically good in Intelligence, and maybe Magic, but the defeat effect is bad. I probably would not chance it with him."

★★½

52

Ghost Korbat

This a weird wall. Keep it out of Strength and it will make for a good deterrent to your opponent. It's worth playing in Korbat decks.

★★★★

53

The Giant Grarrl

Way too focused to be good for a hero. A hero should have at least 3 stats in double digits - this has 1.

★½

54

Grarrl Guard

"If it weren't for Grarrl Gladiator, this card would be really good. Unfortunately, the Gladiator is simply superior."

★★★★

55

How to Cheat

"In a book-heavy deck, this is ridiculous. Adding library manipulation would be helpful to make sure you don't get stuck."

★★★★

56

Hubrid's Puzzle Box

"An obvious piece for the statue, but okay on it's own. In the late game, it's pretty good for bonuses, but I think you'll generally find better cards."

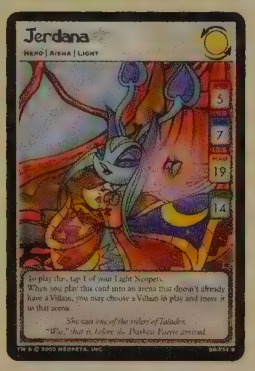
★★★

57

Illusen's Ring

"Definitely a metagame card. If people around you are playing a lot of Air or Dark, it's good. Otherwise, probably not worth the slot."

★★★



58

Jerdana

"A potential Villain slaughterer, just like her Orb. A very good answer to Villains."

★★★★

59

Jerdana's Orb

"Solid banking and some solid stats. On top of that, it massacres villains. If you're Dark and Water, you'd play MSPP in this slot. Otherwise, this is a fantastic villain slaughtering device."

★★★★

60

Jhudora's Storm

"It's okay because of the order they happen in. This can cause a lot of shifting to happen that is very positive to you. In a tricky deck, I can see it seeing some use."

★★★½

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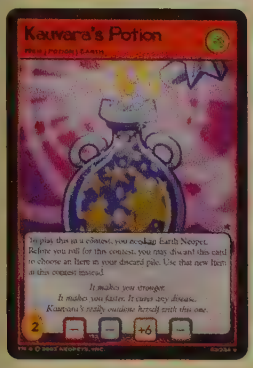
61 Kacheek Thief

"The stats for this guy are okay at best, and it's not that often you're going to win without a rival, especially if this is in play. When it does work, though, it's quite good."

★★★½



62 Kauvara's Potion

"If you have Earth, it can't be bad. It gives great Magic stats on it's own, but it can become something else if need be. Playing this will almost never be bad - look for a lot of combos with it."

★★★★½

63 "Koya, Korbat Huntress"

"She is very good at establishing order of cards for things that work with it, and is an okay Hero. Use it for it's manipulation ability and then abuse it with other cards."

★★★

64 Lucky Coin

"Gives library manipulation, but not card advantage. It's stats aren't good enough to play, and it's only real good point is a bank of three. We can do much better."

★★

65 MAGAX: Destroyer

"Not good in the mirror match, and it's stats aren't all that great. Probably better villains to play."

★★½

66 Magic Lottery Ticket

"It works one time out of six. Please, please play something better."

★½

67 Meuka

This card is trash. Don't play it.

★

68 Mirror Shield

"Quite nice, as it will nullify your opponent playing items, as well as give a solid intelligence bonus. This is good if you're playing with Neopets already having great stats."

★★★½

69 Morphing Runes

Ugh. Why are your Neopets in the wrong arena to begin with? This is a horrible loss of card advantage and seldom good.

★½

70 Night Stone

"This card gives you a variable 1 to 6 bonus every turn, plus eliminates the possibility of an auto-win for your opponent on your turn. It's kind of limited since it only works on your turn and gives no bonuses, but it would work very well with the ""boomerang"" items."

★★★★

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71 Noil

"Three great stats, but a 6 and you lose him. Things that can go away quickly don't make me too happy. Probably not your best bet, but he is very cute."

★★★

72 Poogle Racer

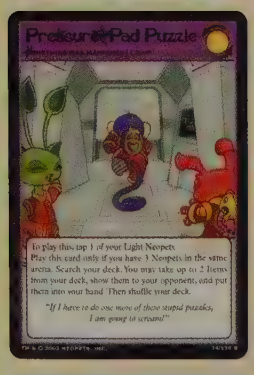
"I love this guy. Strength and Agility are both decent players here, and the ability to shift makes it good to run into an empty arena and steal a win, or be able to "block" a rival and still try to take one from him before his turn. Quite an amazing experienced."

★★★★★

73 Potion of Sludge

"It only works one in six times, but it gives a solid Magic bonus on it's own. Definitely playable in fire, but it's not that good."

★★★



74 Pressure-Pad Puzzle

"First of all, why would you put 3 Neopets in one arena? This sets your opponent up for far greater card advantage by clearing out arenas. I'd say it's decent with Poogle Racers, and maybe it's okay in a light/water deck, but that is it unless you use something like Jhudora's Storm afterwards."

★★

75 Red Clockwork Grundo

"A nice little insurance policy. If you don't win, but you're close, you can ditch the Grundo and give yourself the win. Could be nice in situations where the game is close."

★★★½

76 Red Scorchstone

"Like Illusen's Ring. If the metagame calls for this, play it. Otherwise, not worth it."

★★★

77 Scorchio Warrior

"This isn't too bad because it allows you bring it down with some beef. It requires you to be more equipment heavy, but the increased speed of not having to tap it down for a turn is very nice. A solid experienced with a couple of solid stats."

★★★★

78 Scroll of Recall

"This is a great card. A good bank with it yielding card advantage in the form of returning cards. I can't think of an earth deck that would not play this, and play 3 of them."

★★★★★

79 Shadow Usul

"Um, why? Seriously, the stats aren't great, and you have to keep discarding to play out a bad villain. No."

★½

80 Slorg Trails

"A solid ""Stasis""-like effect. If you can keep your pets clear of filled arenas, this could lead to some serious card advantage. This is another card that works ridiculously well with Jhudora's Storm."

★★★½

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81

Sloth's Master Plan

"It's Earth's answer to villains. I think there are generally better answers, but it does wipe the board completely, so it's good if there are 2+ Villains on the board."

★★★

82

Spyder

I don't really like effects that only happen on a 6 unless the card is good on it's own. This does little to give bonuses and only works one-sixth of the time. There are much better cards for the slot.

★★½

83

Spyder Bites

An item that rewards losing? No thank you.

★½

84

Striped Negg

"Great on it's own outside of a Negg deck. Even in a Negg deck, it's still a bank of 4. Highly playable."

★★★★½

85

Sword of the Air Faerie

"Slightly better than Illusen's Ring and Red Scorchstone since it can be moved and gives +3, but still quite limited since it's only good against Earth. It's a possibility, though."

★★★½

86

Thyora's Tear

See Illusen's Ring and Red Scorchstone

★★★

87

Tinka

It's a problem not being able to go against Dark when you're a hero. This seems too circumstantial to be good.

★★

88

Tishi and Goliath

"This card can really hose over villains but putting them places they don't need to be. If villains are in your metagame, this is a really good card to have."

★★★★

89

"Torshac, Shoyru Scout"

"This hero is absolutely amazing with boomerang items. You're completely protected against a 6, and can play them only as needed. Decent stats too. Too bad it's a hero."

★★★★

90

Traveling Library

"This takes card advantage to a whole new level. The light/book deck makes this thing really sick. Combo with Cleansing Flames for a ridiculous, game ending effect."

★★★★★

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91
Wand of Nova

"This is what we call a counterspell. It will stop things from happening at a 1 to 1 ratio, which isn't bad. It banks well and also has good Agility and Magic stats. This is a very solid card."

★★★★

92
Werelupe King

"Good grief, Balthazar is a billion times better than this. Don't play this unless you can't find a Balthazar"

★★

93
Wocky Beast

"Tremendous Anti-Light, but that's the only time it's good. Maybe used in the strength arena make it strong enough to play on it's own, but somewhat conditional, but strong under those conditions."

★★★½

94
Woodland Bow

Ugh! Only adds to one stat and not enough to make it worth playing.

★★

95
Yellow Clockwork Grundo

"Just like the Red Clockwork Gundo, only yellow!"

★★★½

96
Zombify

"It trades card advantage, and is generally not good, but could have it's uses in a very aggressive-style deck."

★★★

97
Air Faerie Token

The bankability and the chance of this making you unstoppable in agility makes it a sufficient double-threat.

★★★

98
Aisha Slogrider

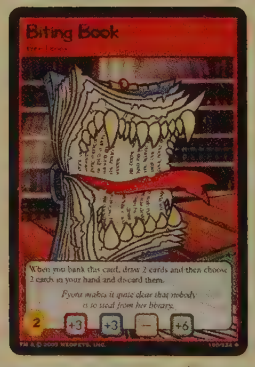
This thing is horrible. I can't say much more.

★

99
"Big, Heavy Sword"

"If they already have good strength, do they need a lot more? No."

★★



100
Biting Book

"One of the best uncommons in the set. Being able to cycle through your deck for quality is really nice, especially with a bank of 2."

★★★★½

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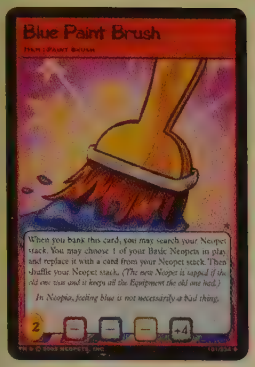
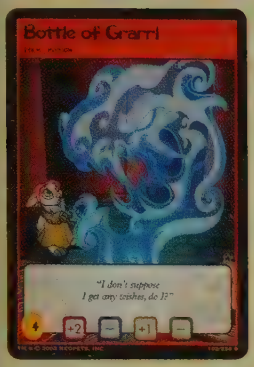


101

Blue Paint Brush

"The Intelligence brush. They are all good for utility to keep the right ratio of Neopets out there. Not required, but good for tempo and at least have a bank of more than 1."

★★★½



102

Bottle of Grarrl

"It banks for 4, that's about all I can say positive about it."

★★½

103

Cleansing Flames

"Niceness. This allows you to play more efficient 1 bank value cards, then all at once, switch out everything with stuff that is better bank value. Good combo potential."

★★★★½

104

Dark Faerie Token

"Probably the best Charm - gives a little to all stats, gives a little more for Dark, and banks for 4. Very nice."

★★★★

105

Dogglefox

Stats are not good enough to justify the effect.

★★½

106

Earth Faerie Leaves

The perfect addition to the boomerang item deck. Play this with Faerie Slingshot and boomerang items and you have a sick combo that works without fear.

★★★★

107

Earth Faerie Token

"The same as Air Faerie Token - decent, not great."

★★★

108

Everlasting Apple

It's a boomerang card. They are almost all good. Playable to make up Intelligence and Strength gaps.

★★★★½

109

"Everything, Volume 1"

"It's a book that helps intelligence or banks on it. Situational, but in the right deck is really solid."

★★★½

110

Evil Sloth Clone #238

This is great! You can search out more copies of a bad villain and get them out of your deck as fast as possible. There really are better cards out there.

★★½

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Eyrie Guard
This Neopet gets +3 to all stats in contests on your opponent's turn.
"I don't care if you DO know the password. You aren't getting in."

111 Eyrie Guard

An annoying wall as it can be very hard to get through in a defensive deck. Play it in your Eyrie deck.

★★★★

Faerie Lantern
To play this, tap 1 of your Neopets.
"It will light up any hidden dangers," Illusen told him. "And the greater the danger, the brighter it will shine."

112 Faerie Lantern

Very non-interesting. It should have banked for more.

★½

Faerie Pancakes
When you bank this card, each of your Neopets gets +2 to all stats until the end of the turn.
"I'm sorry, we ran out of soup."

113 Faerie Pancakes

"Very interesting, as you have to win 1 before it takes effect. On the whole, though, it has good Strength and Agility bonuses and banks well with a bonus once it does. A good utility card."

★★★★

114 Farlax V

"Well, if you're going light, this is your only Villain option, and it's bad. If you must have a villain, I guess, but I don't think light should be playing with Villains."

★★

Fire Faerie Token
To play this in a contest, you need a Fire Neopet. This card gives an additional +4 to magic if you have a Fire Neopet or Hero in this contest.

115 Fire Faerie Token

No better or worse than the Air and Earth Tokens.

★★★

Fumble!
To play this, you need an Earth Neopet.
Play this card when you or your opponent starts a contest. Choose one of your opponent's Neopets or Heroes in this contest. Return all Weapons and Armour attached to it to their owners' hands.
"I couldn't go and pick it up, could I?"

116 Fumble!

This a bad card in general. It's too reliant on other things to be good.

★½

General Kass
To play this, tap 1 of your Air Neopets.
Kass surveyed the broken citadel. "Now that Lord Darigon is out of the way," he said, "my own plans can begin in earnest."

117 General Kass

These uncommon Heroes are just not as good as their rare counterparts

★★

The Golden Shoyru
When you bank this card, look at the top 3 cards of your deck and put them back in any order. If you bank it with a Shoyru, look at the top 5 cards instead.
"And with one swipe of his golden blade, all thirty dragons lay dead at his feet . . . ."

118 The Golden Shoyru

"I guess it's decent to manipulate your library when you can bank for 3. Much better with Shoyru since it allows combos with stuff like How to Cheat then, but okay on it's own."

★★★½

Grey Faerie
To play this, tap 1 of your Neopets.
All Neopets lose their Faerie types while this Hero is in play. You may play cards that normally need you to have or to tap a Neopet of a particular Faerie type by having or tapping any Neopet while this Hero is in play.
A Dark Faerie tricked her, stealing her wings and her voice. Can you help her?

119 Grey Faerie

"Almost playable in the right situation, this makes everything vanilla for a turn. If you need to play some off-color stuff, this would allow it, but only for one turn. "

★★★

Hidden Tower Secrets
When you bank this card, return up to 3 Books from your discard pile to your hand.
Legend speaks of an ancient tower in the Faerie Queen's castle, where all manner of magical artifacts are stored.

120 Hidden Tower Secrets

"This card was a mistake at an uncommon. This should easily be rare, and is absolutely ridiculous. If you play books, you must play this."

★★★★½

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121

Jeran's Sword

"Combine it with the Armor for a pretty solid combo. Not great on it's own, but solid comboed"

★★

122

Juppies

It takes more than a bank of 4 to be good.

★★

123

Kacheek Shepherd

"This is the only saving grace to making Petpets playable, and it still has to go a ways to do it."

★★★

124

Light Faerie Token

"Just like the Dark version, just usually less targets for it. Still does the good distribution and high bank"

★★★★

125

Lupe Defender

"An experienced need to be a little better than this. It's okay, but not great"

★★½

126

Mavara's Wocky

UGH! The only purpose is to add dark to a fire Wocky deck. Next please.

★½

127

Mirgle

"Actually decent for an uncommon, but only goes on experienced. That makes it more limited."

★★★

128

Mynci Inventor

"While the stats aren't great, the ability to draw from banking equipment make this worth looking at. You're going to have to boost his stats, though."

★★★

129

Mynci Tourist

So you've got a lot of Agility. That don't impress me much.

★½

130

Nothing Has Happened

"It's a counterspell (Magic reference). It will stop any Something Has Happened, so it's good to pack them if you have water and people are playing SHH cards, something most people are."

★★★★

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Nova
To play this, tap 1 of your Light Neopets.
Before you roll for a contest this Neopet or Hero is in, you may discard this Equipment to discard the item your opponent has played.
Twinkle, twinkle little star,
How I wonder what you'll char

131

Nova

"Has a nice sac ability to counter out an item, but probably not worth playing."

★★½

Ring of the Summoner
To play this, tap 1 of your Neopets.
When this Neopet or Hero wins a contest in an arena, you may choose a Villain to play and move it to that arena.
"Get over here!"

136

Ring of the Summoner

"So this thing brings in Villains to the arena it's in? Yeah, it can hurt your opponent too, but that's really not that smart in my opinion."

★½

Pawkeet
To play this, tap 1 of your Neopets.
Before you roll for a contest this Petpet is in, if any of its rivals has a Petpet attached to it, you may choose 1 of those Petpets. Add its stats to this Neopet or Hero (as well as to its rival).
The peaceful, fun-loving Pawkeet often faces its hideous, slobbering archenemy Murgle on the battlefields of Kinneck Island.

132

Pawkeet

"Gets cute points, but another situational Petpet. Most Petpets aren't that worth playing, so the ones conditional on others will likewise not be that good."

★★½

137

Scabu

"Okay, most of this fruit is bad on it's own. You have to go theme with it to be good."

★★

Poogle Apprentice
This Neopet gets +5 to all stats in contests at least 1 of your other Neopets or Heroes is in.
You should have seen his first couple of tries.

133

Poogle Apprentice

Anything that requires you to have multiple Neopets in the contest to be good is simply not good.

★★

Scorchio Alchemist
Before you roll for a contest this Neopet is in, you may discard a Potion from your hand to give it +4 to all stats for this contest.
Eye of Scamander and toe of Murtog,
Wool of Babaa and tongue of Boone

138

Scorchio Alchemist

This allows you to basically play an extra item if you feel necessary. It's really a decent Scorchio.

★★★½

Put on Display
To play this, you need an Earth Neopet.
Choose an Equipment attached to a Neopet or Hero. Its owner banks it.
"Don't worry, my pretty. You'll be safe from that Pant Devil in here."

134

Put On Display

"This is a very interesting card. You can win with your own equipment by dropping it into the bank, or force an equipment off an opponent by giving them some bank points. This is a better card than more people will give it credit for."

★★★½

Shoyru Spy
When this Neopet wins a contest, look at your opponent's hand.
When the travellers finally reached the cave that contained the treasure, it had all been taken.

139

Shoyru Spy

"Looking at your opponent's hand is good an all, but I don't think that's enough to justify the lower overall stats."

★★½

Red Paint Brush
When you bank this card, you may search your Neopet stack. You may choose 1 of your Basic Neopets to play and replace it with a card from your Neopet stack. Then shuffle your Neopet stack. (To add Neopets to it, if the old one was used to keep all the Equipment the old one had.)
Red—it's the best yellow!

135

Red Paint Brush

The strength brush. Just like the Blue one.

★★★½

Silver Negg
This card gives an additional +2 to all stats if your opponent didn't play an Item this contest.
It is estimated that one in every four hundred Negg owners a new robot colour when ripe.

140

Silver Negg

"If you know your opponent it kind of item low, then this should be a winner for you. Even without the bonus, it's solid with good stats and worth a couple in the bank."

★★★★

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141 Sludging Ray

"This is disgustingly bad. Three for one card disadvantage only works in Pokemon, not in Neopets"

★

142 Slumberberry Potion

This can yield good advantage on your opponent's turn if you win by stopping 2 attacks with 1 Item. Add in the bank value and we have a player.

★★★½

143 Snorkle

"An okay Petpet that basically will allow you to play another item during the turn if it's food by giving +3 to all stats. One of the better Petpets, but that still doesn't mean it makes the main deck. Maybe in food-based decks."

★★★

144 Snowball Cannon

I still loathe things that require you to roll a six to be good. This is another one of those.

★½

145 Speckled Negg

"In the Negg deck, this is sick. Four to all stats, and the bank can be 3. Wowsers that's nice."

★★★★

146 Spooky Beans

"At best, okay. Moving people around is nice, but really not that great in general unless you're building an entire deck abound it."

★★½

147 Take a Dip

"If this put the card in hand, it would be great. Instead, it goes on top of your library. I guess if you were desperate, it would work, but I'm not a fan of it."

★★

148 Thingy

"This yields bankable advantage, which is good - even if it does get a Petpet. If you can find an instance to play it, it's good."

★★★½

149 Traveling Neopia

"It's a book with sick stats in intelligence. Truth known, there are better books."

★★½

150 Turmaculus Strikes!

This thing whacks a Petpet. This is way too circumstantial for me.

★

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151
Water Faerie Token

See the other 3 elemental tokens.

★★★

152
Weakness

A single turn reduction. Eewwwww.

★

153
Werelupe Sage

"Stats are okay at best. This is one of those ""budget"" Villains"

★★½

154
Wocky Farmer

"The only way vegetables can be good, Funny enough, most vegetables have such a high bank value, that this thing will never get too big."

★★

155
Yellow Negg

"This will allow you to win fast in the Negg deck. You can get the job done in 6 banks if done right. This is quite playable, especially with the nice little stats."

★★★★

156
Yellow Paint Brush

"The Agility brush. Still gives tempo, still slightly playable."

★★★½

157
Blue Aisha

"All in all, probably the weakest Aisha. It's stats are tied for a combined best, but is very non-complimentary to the other two."

★★★

158
Blue Kacheek

"The stats are comparable to it's green counterpart, but lacks the special ability, making it clearly weaker."

★★★

159
Blue Lupe

"A little less rounded than the Red version, it's still okay with three solid arenas. This makes Lupe one of the more playable basics."

★★★

160
Blue Wocky

"This one is close, but I tend to go with a more rounded Neopet rather than a disbalanced one since you do have to play 3 arenas, not just one. By a whisker, this rather solid Neopet makes my list as the top Wocky."

★★★½

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161

Green Eyrie

"I've got this as the best Eyrie, but it's close. I hate only having 1 stat over 4, but it's good having 3 over 2, which I feel is very important when you're going to play with 3 arenas usually."

★★★½

162

Green Grarrl

"Grarrls are simply a bad basic type. Though their experienced are very nice. This one it like the Green, only with the token +1 to Magic, but lacks the Light bonus. Only play 1 of these after you have 3 Red in your deck."

★★½

163

Green Korbat

"The ""complimentary"" Korbat, it goes best with the superior Yellow Korbat. It's close, has the beefy strength, and is solid in 3 arenas. It also has the best combined stats. Overall, not a bad choice."

★★★

164

Green Mynci

"Overall stronger than the Yellow Mynci, but does not work as well in conjunction with the Blue Mynci, which means I would put this one on the bench and keep him there."

★★½

165

Green Wocky

"Close to Blue Wocky, and might make the cut over the Blue one if your deck is strength weak and better in the Magic department. This is a call based on what your deck is like."

★★★

166

Red Acara

This one is a toss-up with it's yellow counterpart. This one probably best complements the superior green one with the higher Magic and a slightly higher strength. I would play this second based on that.

★★★

167

Red Eyrie

"This is a close second to Green Eyrie, as it has the strongest top stats in strength and agility, but really gives up the other 2 arenas."

★★★

168

Red Scorchio

"While this is a solid basic, it's just the worst of the Scorchios. The addition to Intelligence does not counter for the sub-par agility. It's close, but you should not give up arenas you don't have to."

★★★

169

Red Shoyru

"This Neopet does not have an overly weak arena, with a minimum 4 in each. I still would play Blue over Red just because I don't feel the +1 to Magic overrides the +2 against earth, but it's pretty close to a toss up."

★★★★

170

Yellow Acara

"About as good as Red Acara, but does not seem to fit the Acara deck well."

★★½

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171 Yellow Aisha

"The worst Aisha on it's own, but the stats best compliment the Red Aisha, making it my secondary Aisha in an Aisha deck."

★★½

172 Yellow Korbat

"This wins the Korbat race with two very strong 6 arenas. It also has that bare bones score of 3 in Agility, which makes is playable in that arena."

★★★½

Yellow Mynci
Mynci love to swing through the trees, but that's only because being so high gives them a clear view of the Neopian sky.

173 Yellow Mynci

"Technically, I would call this the worst Mynci, but it works best with the Blue Mynci, so it would be played with it in a complementary role. This should definitely not be in your first three, though."

★★

174 Yellow Scorchio

"Our King Scorchio. With all stats high enough, and two above 6, this one is generally the greatest overall threat."

★★★★

175 Asparagus

"It's a standard common Veggie - high bank, low stats."

★★

176 Babaa

We're into the dregs of Petpets

★½

177 Beyond Neopia

Great pluses and banking gives you a card. This is a very good card to play.

★★★½

178 Blue Negg

"Decent stats, plus the chance of increasing its worth, is a good thing."

★★★

179 Book of Sadness

"While it's not that bad, there are better books. Look to this one for a bank value."

★★½

Broken Sword
To play this, tap 1 of your Neopets.
When this Neopet or Hero wins a contest, you may discard this Equipment to choose an Equipment attached to 1 of its rivals and discard it.
The Draik Knight looked down at the broken sword, mourning for his fallen commander.

180 Broken Sword

"Good to off Slingshots, but not much else."

★★½

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181
Brown Negg

"Not one of your better Neggs, but probably needed in the Negg deck."

★★½

182
Bubble Gun

This is not a good card - at all

★

183
Buzzer Swarm

"Okay, they can't bank a card - they'll just draw one. Disgusting."

★

184
Capture the Snowbunnies

"If you're going to play Petpets, play this. I just don't recommend playing Petpets right now."

★★½

185
Charming the Miamice

"If your opponent is playing Petpets, this is just sickeningly good. I just don't think it's a good idea to plan for your opponent to be playing Petpets"

★★

186
Chocolate Korbats

"It's a standard misdirection card - keep moving those Neopets around, but to what end?"

★★½

187
Chokato

Back to the Veggies - this one at least gives +2 to Strength

★★

188
Chomp!

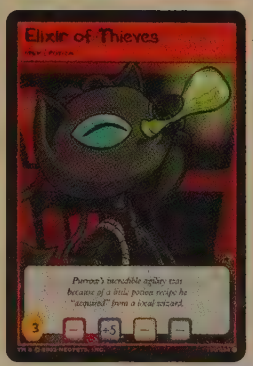
"If you need a finisher, Chomp! will get the job done. Instead of using an item to up your stats, you can use this card to kill your opponent's stats. Actually playable, and would be more so if you could bank it."

★★★

189
Defence Shield v1.0

A terrible piece of equipment

★



190
Elixir of Thieves

Nothing special agility booster. At least a lot of these commons banks for good value.

★★

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191
Escape Rope

"More misdirection. This could be useful to some end since you can move it while playing it, which seems to be the better play most of the time."

★★★

192
Essence of Brain

"Boomerang Item, which makes it good. This one has good intelligence, which is nice and the solid bank value. Very playable."

★★★★

193
Eyrie Breastplate

"This card is downright bad when attached to a non-Eyrie, and is only marginal on an Eyrie. I don't think this should see much play."

★★

194
Faerie Dishwater

"A magical boomerang card. Every boomerang card is playable, especially if they have things to compliment them."

★★★★

195
Gigantic Snowball

"This card really isn't the best in card advantage, and I don't recommend it."

★½

196
Golden A

"This card might be playable if you have Aishas. Even at that, probably not. Good if you need bank numbers."

★★½

197
Green Negg

"Almost as good as the Blue Negg, but once again, good in the Negg deck."

★★★

198
Happy Negg

"This card is amazing in the Negg deck, as it allows you to play out your Neggs without as much fear of not being able to bank them later. I would always play 3 of these in a Negg deck, but obviously little use outside the Negg deck."

★★★★

199
Harris

"One of the better common Petpets, but still bad."

★★½

200
Hasee

Just as bad as Babaa

★½

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201

Ice Scimitar

"Can pile on the strength if needed, but not generally playable"

★★

202

Icy Snowball

There really are better cards than this.

★½

203

Illusen's Charm

"It's hard to recommend this card when the Dark and Light charms are so much better, even outside Dark and Light decks."

★

204

Jelly Aishas

"At least this card replaces itself. Unfortunately, it needs some stronger stats, and it doesn't replace itself when played. It's decent, but certainly not that good."

★★½

205

Jeran's Armor

"This is a beacon of light in the dregs of the commons. It's not great for stats, but shutting down items can certainly be a major plus for you. With the Sword, this is a somewhat formidable combo."

★★★

206

Jhudora's Evil Eye

"It's at least one for one card advantage, so that's not too bad, and it's generally going to be in your advantage quality-wise. I just can't justify recommending a discard card in a game where card advantage can be so prevalent."

★★½

207

Korbat's Cape

"I guess it's okay with Korbats, but it's still only +4 Magic there. Maybe for the 3 bank it's okay - just not fantastic."

★★½

208

Lab Ray

I simply can not figure out a good reason to play this card at all.

★

209

Library Visit

A must for all light decks. Every last deck that is prominently light must play 3 copies of this.

★★★★★

210

Lisha's Glasses

Not all that great. Needs to have some other kind of ability

★½

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211
Meowclops

"Another good budget Petpet, but not for non-cheap decks."

★★½

Misdirection
To play this, tap 1 of your Air Neopets.
Play this card when you start a contest. Choose 2 Neopets controlled by the same player. Move each to the other's arena. If this moves a Neopet into the arena the contest is in, that Neopet joins the contest.

212
Misdirection

"This is a better card than meets the eye. You can use it to set up two favorable match-ups, and then your opponent will have to spend a turn getting those match-ups fixed, usually resulting in at least ""even"" to as much as ""4 times"" card advantage."

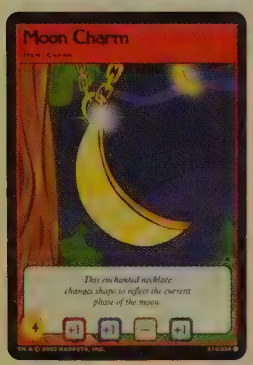
★★★★

Money Tree Ghosts
To play this, tap 1 of your Fire Neopets.
Play this card only if your opponent has more points in his or her bank than you do. Your opponent chooses a card in his or her bank and returns it to his or her hand.

213
Money Tree Ghosts

"Very situational to play, and the effect is at best, marginal."

★



214
Moon Charm

Once again we go back to Dark and Light charms being better

★

Pant Devil Attacks
To play this, you need a Dark Neopet.
Look at your opponent's hand. If he or she has any Items there, choose 1 of them and discard it.
Gilly has carrying a slice of omelette and a Rod of Supernova. At least she can still thin might.

215
Pant Devil Attacks

"While I do not recommend the random discard effect, this one might be a little better, as stripping away an item, especially boomerang items, can be brutally good."

★★★

216
Peachpa

"Good effects, but scary because it's pointless if your opponent plays an item. You might be able to play this card well, playing it around your opponents' items, but I don't think it would usually make the cut."

★★

217
Petpetnip

"If you're brave enough to play with the Petpets, this card could easily make the deck, especially because of it's high bank value. "

★★★

Pinanna
Every spring, tourists flock to Mystery Island to be among the first to taste the tasty spaces of fruit that grow during Gadgadibogen.

218
Pinanna

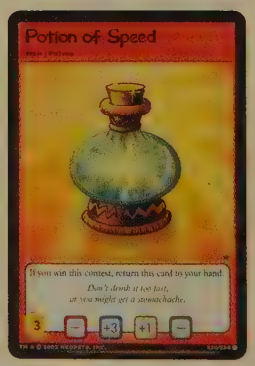
It's one of those lower-end fruit-type cards.

★½

219
Potatoes

It's one of those lower-end veggie-type cards.

★



220
Potion of Speed

"Another great Boomerang item. This one adds to agility, which is nice."

★★★½

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221
Potion of Strength

"Just as good as the speed potion, and just as playable."

★★★½

Purrow's Plight
To play this, you need a Light Neopet
Each of your Neopets and Heroes gets +5 to intelligence until the end of the turn.

222
Purrow's Plight

"It's an item that affects all intelligence for one turn. Unfortunately, this usually means it will only help 1 Neopet. We'll pass on this one."

★½

Sceptre of Banishing
To play this, tap 1 of your Neopets.
This Neopet or Hero gets an additional +7 to all stats in contests against Villains.
Those who cling to the darkness are banished by the light.

223
Sceptre of Banishing

"A common answer to Villains, it's actually decent. "

★★★

Secret Passage
To play this, you need an Air Neopet.
You may move each of your untapped Neopets and Heroes to an arena of your choice. (You don't have to move them all to the same arena.)
After three years of hiding, Grimdax knows his way around the Space Station better than anyone.

224
Secret Passage

"This is a good card to set up some favorable match-ups, get around Villains quickly, maybe score some fast cards or banking, or simply get out of a mess your opponent has put you in. A nice little weapon."

★★★★

225
Shadow Breeze

I would not really suggest this as a potion of choice.

★½

226
Snowbunny

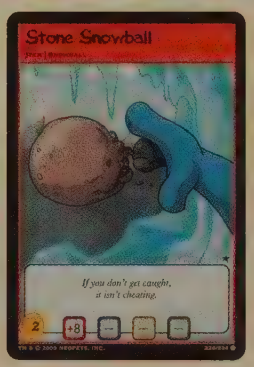
"Another one of those bad Petpets, though bunnies are cute."

★½

227
Starberry

There sure are a lot of lower-end fruit cards.

★½



228
Stone Snowball

"The snowballs aren't very good, not even in a theme deck."

★½

229
The Thieves' Code

Banking and drawing is definitely nice. The stats certainly make it worth it as well.

★★★½

230
Turnips

This is another disgustingly bad veggie.

★

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231
Usica Berries

And the parade of bad fruit continues.

★½

232
Wand of Confusion

"I'm kind of confused why I would play this. Maybe in an all-common deck, but that's it."

★½

233
Warf

"Bad Petpet, need I say more?"

★½

234
Wooden Blocking Shield

"Bad equipment overall, and I won't say any more."

★

S1
Blue Mynci

"Usually a 1 or 2 in an arena means you're giving up on it. All Myncis are 2 or less in both strength and magic. Checking the other 2 more pertinent stats, this makes this Mynci the best of one of the worst basic types."

★★★

S2
Red Korbat

"It's a Holo, and it's the weakest. It gives up on two arenas with 2 arenas being good. Overall, it's just not the best Korbat."

★★½

S3
Blue Scorchio

"This basic concedes no arenas, but is weaker on overall stats than the strongest Yellow version, but is superior to the Red, which does lack in Agility."

★★★½

S4
Green Acara

"The best Acara, it has better combined stats than the other two, and is the most rounded, with only 1 weak area. I would generally start an Acara deck with 3 of these."

★★★½

S5
Red Aisha

"This has the best combined stats, but gives up the Agility completely for at least respectable Strength, which makes it a major threat in 2 arenas and a minor in 1."

★★★½

S6
Yellow Eyrie

"A bit worse the Red version, it still gives up 2 arenas and has a weaker strength. The differences are subtle, but they can cost you a game."

★★½

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Dark Deck Construction 101

By: Paul Hagan

Have you ever had a problem getting the right type of Faerie symbol on the board? Have you ever been stuck with a lot of Fire cards in your hand, but the only Neopets you have in your arenas are Water? Don't you hate when that happens? One of the best ways to avoid such a situation is to pilot a deck with just one Faerie type. The focus of this article is on doing just that.

Grarrl Gladiator
When you roll a 5 for a contest this Neopet is in, you automatically win. (You still win on a 6.)
The only thing louder than his battle roar is the cheering of his fans.

We'll start off by choosing one of the six Faerie types. Just browsing through cards, it looks like Dark offers a lot of options in the way of stripping your opponent's hand, playing solid Villains, manipulating your opponent's Neopets and most importantly, having a great set of Neopets.

Neopet Stack

Now that we have chosen Dark as our Faerie type, there are five options available for our Neopet stack: Red Grarrl, Red Korbat, Green Grarrl, Green Korbat, and Yellow Korbat.

We'll leave out the Yellow Korbat since its highest stat in any arena is just a 6. That way, whenever you draw a Korbat, you are guaranteed an 8 in Intelligence and at least a 4 in Magic. Both Grarrls will provide you with a 9 in Strength no matter what, with the Red Grarrls getting a +2 in all stats against Light rivals.

Items

Hubrid's Puzzle Box doesn't grant any bonuses on its own, but gives +1 to each Stat for each card in your opponent's bank. It also interacts well with Hubrid Nox Statue, which not only gives +5 to all stats, but it can also pull cards out of your opponent's bank.

Dark Faerie Token doesn't really have any special reasoning behind it being included in the deck. It gives +2 across each stat in this deck and it banks for 4 Neopoints. You can't ask for a much better all-around utility card.

A single copy of Jhudora's Wand has been included in the deck. The card can be massively fun and will swing a contest in your favor, but rarely is it worth giving up your entire hand for it.

The last item, Potion of Strength, is not a Dark card, but the potential to win every contest unless your opponent rolls a 6 is too good to pass up.

Equipment

Night Stone, although it does not give any stat bonuses, prevents your opponent from rolling any dice in a contest on your turn. This can completely wreck your opponent's game plan, and it stops them from winning by rolling a 6.

One of this deck's two weak areas is in the Magic arena. With six Korbats in your Neopet stack, Korbat Cape's increase to Magic by +4 is worth adding in.

As one of the deck's major focuses is manipulating your opponent's creatures, Spyder's ability to keep your opponent's Neopets tapped down is valuable.

Something Has Happened!

Dark is very good at hand manipulation. Jhudora's Evil Eye and Pant

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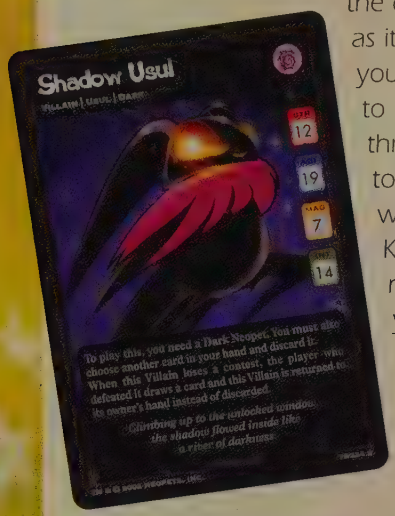
Devil attacks both help strip your opponent's hand of any useful cards that he or she may be hiding, and it forces your opponent to draw a card whenever they win a contest, as opposed to banking to get ahead.

Chomp! should also be included on the deck list, as it allows your Neopets to break through a tough-to-win contest. Keep in mind that you don't have many enhancement cards to Strength and Intelligence, so Chomp! can be a nice surprise after an opponent stacks one of his Neopets with a lot of Equipment to even the match up.


Shadow Usul
VILLAIN | MAGIC | DARK
STR 12
DEF 19
MAG 7
HP 14
To play this, you need a Dark Neopet. You must also choose another card in your hand and discard it.
When this Villain loses a contest, the player who defeated it draws a card and this Villain is returned to its owner's hand instead of discarded.
Climbing up to the unlocked window, the shadow flowed inside like a river of darkness.

Villains

With the high Strength and Intelligence, the only contests that the Dark player should worry about are Agility and Magic.

Shadow Usul allows you to completely dominate an arena. With a 19 Agility and the ability to return to its owners hand instead of being discarded when it is defeated, the Shadow Usul belongs in almost every Dark deck.

The Darkest Faerie
VILLAIN | FAERIE | DARK
STR 8
DEF 16
MAG 23
HP 15
To play this, you need a Dark Neopet.
When this Villain loses a contest, the player who defeated it draws a card.
When a Basic Neopet loses a contest to this Villain, put the Basic Neopet on the bottom of the Neopet stack.
When a Hero or Experienced Neopet loses a contest to this Villain, discard the Hero or Experienced Neopet.

The only other villain worth major consideration in this deck is The Darkest Faerie. Although she does not return to her owner's hand when defeated, she does send defeated Basic Neopets to the bottom of their owner's Neopet stack, or she can discard Experienced Neopets and Heroes.

Heroes

This deck almost doesn't have room for any Heroes, but two were included just because they can always serve as a quick surprise near the end of the game to swing the tide in your favor.

The Giant Grarrl provides you with an instant-speed, high Strength combatant that will almost always win in the Strength arena. Koya, Korbat Huntress doesn't have any incredibly high stats, but she comes with the ability to stack the top of your deck, making playing at least one copy of her more than worthwhile.

Experienced Neopets

Because of our item and equipment choices, two of the Experienced Neopets are not of any use. Korbat Researcher is not of much use without any Books, and with no Weapons or Armors, Grarrl Guard is not very useful either.

However, Ghost Korbat's ability to manipulate your opponent's Neopets claims it a spot in your deck instantly. Grarrl Gladiator wins his spot because of its ability to win 1 in 3 of all of your contests, no matter what.

Playing the Deck

This deck is incredibly simple to play. Make sure that you control the Strength arena with Grarrls and the Intelligence arena with Korbats. Use additional Korbats equipped with Korbat Cape to hold off your opponent's Neopets in the Magic arena, or if none are available, play a Villain in that arena. Accept that you won't win in the Agility arena and just keep a Shadow Usul there at all times.

Neopet Stack

3 Red Grarrl
1 Green Grarrl
3 Red Korbat
3 Green Korbat

Deck

3 Night Stone
3 Korbat Cape
3 Spyder
1 Jhudora's Wand
3 Dark Faerie Token
3 Hubrid's Puzzle Box
3 Hubrid Nox Statue
2 Potion of Strength
3 Jhodora's Evil Eye
3 Pant Devil Attacks
2 Chomp!
3 Shadow Usul
2 The Darkest Faerie
1 The Giant Grarrl
1 Koya, Korbat Huntress
2 Ghost Korbat
2 Grarrl Gladiator

Don't play your Something Has Happened cards right away. Wait for the right time, when you can strip an important card from your opponent's hand or force him or her to draw instead of banking for the win. Experienced Neopets should be played as soon as possible, no questions asked. Finally, when you draw a Hero, wait until you can win the game or set up a win before you play them.

Hopefully, if you play well and make good use of your cards, you can use this deck to show all of your friends just what a Dark deck can do. ●

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Items Galore

By: DeQuan Watson

Let's just go down the list and review the deck piece by piece. It was hard trying to decide what basic Neopets that an item heavy deck should be based on. After looking over the entire card list three or four times I decided that I wanted it to use Aishas (since one of the experienced Aishas was perfect for this) and Grarrls (so I would have some heavy hitters). Honestly and truthfully, the Aishas are more important to this deck than the Grarrls. There is the one random Green Kacheek hanging out in our deck. It is in there to help balance things out. Since it seems Air and Earth type Neopets have the higher agility, I decided to include one of them to help out in case something got a bit out of control in the agility arena.

Aisha Enchantress
NEOPET | EXPERIENCED AISHA | LIGHT
2
5
MAG
13
9
When this Neopet is in a contest, it gets +2 to all stats for each Item you and your opponent play.
She is the Keeper of the Sacred Grove, High Lady of the Forest. No one enters her domain without her permission. No one escapes without it, either.
TM & © 2003 NEOPETS, INC.

The equipment was the easiest part of the deck to figure out. Faerie Slingshot activates whenever you use play an item. This made it an obvious perfect fit. This deck is sporting 20 items. That's half the deck. This means that the slingshot will probably end up working overtime. Snorkle was also an easy choice. This Petpet is great, because it allows you to get an additional +3 to all stats just for discarding a food card from your hand. This is another good fit, since all food cards are also items. Sceptre of Banishing is there to simply help us fight the big bad villains that get in our way. That one was a simple enough choice. Broken Sword is in the deck to help you get rid of opposing weapons obviously. It's one of the few cards you have that can do that, so use it wisely.

It was hard trying to decide what items to play. I won't go over the individual choices here, since there are so many, I will just vaguely discuss why the pile looks the way it does. Some of the items made the list simply because they have a high bank value. All of our equipment only banks for two neopoints, so if we are going to be banking items, we need them to be good. Others

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made the list for versatility purposes. If you have a Faerie Slingshot out, something like Everlasting Apple, becomes really insane. Other items offer a decent sized stat bonus to multiple arenas (such as Silver Negg). This is always useful in the later part of the game. The Blue Paint Brush is there to give you a boost in the agility arena and if need be, it will let you search out your Green Kacheek and get him into play.

Grarrl Gladiator
When you roll a 5 for a contest this Neopet is in, you automatically win. (You still win on a 6.)
The only thing louder than his battle roar is the cheering of his fans.

It was fun choosing the experienced Neopets. These play a large part in the deck's strategy. The Aisha Enchantress gets an additional +2 to all stats for each item you and your opponent play in a contest. That's simply amazing in this deck. It is very likely that this Neopet will be a +4 or more to all stats every contest. The Grarrl Gladiator just makes it easier for you to win contests. Since you can win on a five or a six, your odds are increased significantly.

I feel that ALMOST every deck in Neopets needs to have a few heroes and villains. It's part of the feel of the game. But also, these cards can help you slow your opponent down when things are looking a bit grim. Shadow Usul simply made the cut because of its huge stat line. Most importantly, it has a high agility. This is great; because it will get played in an arena that you most likely will not be fighting in. It's your weakest, so having a villain that can tie it up is great. Choosing a hero to play took a bit more thought. Jerdana ended up being chosen, because Jerdana is able to move the opposing villains around. Jerdana can get problematic villains out of the way and put them in arenas that you want them to be in. This helps a lot as a stall tactic sometimes, as you can turn your opponent's villains against them.

Aisha Myriad
To play this in a contest, you need a Light Neopet.
When you play this card in a contest, reveal the top 4 cards of your deck. You get the stat bonuses and contest effects of all Items there. (They get discarded at the end of the contest.) Put all of the other cards on the bottom of your deck.
The Alien Aishas came up with this strange device. Press a button and see what happens. Go on . . . .

Well, I think that covers everything. Overall, this deck should be fairly easy to play. There aren't a lot of trick cards, so everything plays very obvious and straight forward. The most powerful cards in this deck are the equipment cards and the experienced Neopets. Don't let them go to waste. If you can get them in play and active, they should help push the game in your favor significantly. Be aware that the agility arena is your weakest. Cards in the deck help fill that gap.

This should be a very enjoyable deck to play. It's easy and fun and it still remains competitive. ●

Neopets

3 Yellow Aisha
3 Red Aisha
3 Red Grarrl
1 Green Kacheek

Equipment

3 Faerie Slingshot
3 Snorkle
2 Sceptre of Banishing
2 Broken Sword

Items

3 Aisha Myriad
3 Everlasting Apples
3 Faerie Pancakes
3 Juppies
3 Silver Negg
3 Asparagus
2 Blue Paint Brush

Experienced Neopets

3 Aisha Enchantress
2 Grarrl Gladiator

Villains

3 Shadow Usul

Heroes

2 Jerdana

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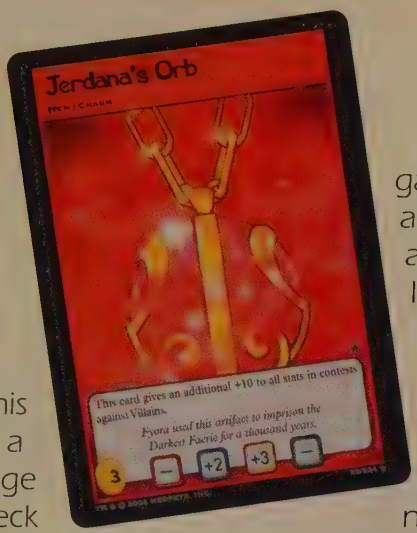
I'm not going to waste much of your time getting down to the heart of this deck. This is the metamorphosis of the first deck I ever built. I came into it with the same strategy I always try to came into deck building with - take the best cards and make a deck around them.

Poogle Control

By: Scott Gerhardt

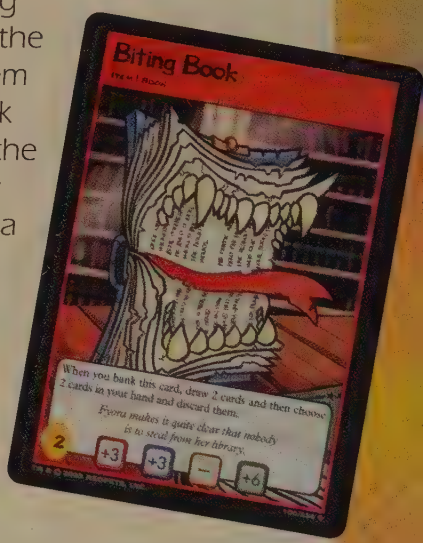

Jerdana's Orb
This card gives an additional +10 to all stats in contests against Villains.
Fyora used this artifact to imprison the Darkest Faerie for a thousand years.
3
–
+2
+3
–

First I started with Poogles. Their overall stats were 2-3 points higher than any other Neopet. This would give them a statistical advantage over any other deck simply based on that. I figured I could build on this, so I started with 3 each of the Yellow and Blue Poogles. Next, I needed support. One of the best experienced Neopets I could find was Grarrl Gladiator. I wanted to try to incorporate this as well, so I went with 4 Grarrls for the other basic slots. This would keep my deck to a simple theme, but incorporate things I thought would be a winning foundation for me.

Blue Poogle
NEOPET | BASIC POOGLE | WATER
6
4
MAG
5
6
This Neopet gets +1 to all stats in contests on your turn.
Poogles are curious, playful, and friendly. They love to read and are always eager to learn.

Now the control part of this deck is the fact that if I am able to gain a significant amount of card advantage and utilize cards that are reusable, then I should always be in a better position in the late game than my opponent, thus in a position to control the flow of the game at the point it needs to be controlled. This brings me to books – lots of them. This deck utilizes 14 books that yield card advantage by drawing, sifting, or returning things to your hand. This is very important, because emptying your hand can be a bad thing.

Now initial incarnations of this deck ran more books. I found this to be a problem when I could out bank my opponent 2 to 1, and still lose because all my bank cards were small. This had to change. First of all, I knew I was going to run 3 copies of Faerie Slingshot. This card is absolutely ridiculously broken and goes in most any deck. That said, natural fodders for the Slingshot were boomerang items. Of the 5, 4 of them had a bank of 3, and the Everlasting Apple has a bank of 2. Knowing that banking could be a problem, I stuck with the 4 potions. I knew I didn't have many slots for these, but you only need to devote a few slots for them to be good since they will often do their job over and over.


Biting Book
When you bank this card, draw 2 cards and then choose 2 cards in your hand and discard them.
Fyora makes it quite clear that nobody is to steal from her library.
2
+3
+3
–
+6

Still needing some bank fodder, I tracked down probably the single best "4" banker my deck could have used – Dark Faerie Token. Hopefully, this finds it's way into the bank more than not, but it can also

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be nice if you can to use it in a contest, especially with a Grarrl. Finally, wanting some Villain protection, I snagged 3 Jerdana's Orbs. They give decent bonuses, slaughter Villains, and bank for 3. In total, it gives me 26 bankable cards in my deck, which is very good. You never want to be stuck needing a bank card.

Moving on, we have experienced. Both Poogle Racer and Grarrl Gladiator are near the top of their class for being excellent experienced Neopets. The Gladiator doubles your odds of winning by allowing a 5 with some awesome strength, and the Racer's ability to "Shift and Swing" – moving it from one arena to another without tapping and then being able to start a contest, makes it a tremendous add. I figured this was important to see, so I stuck with the same basic ratio, and added 3 Racers and 2 Gladiators.

After playing around with a number of Heroes, I eventually settled on 2 copies of Malevolent Sentient Poogle Plushie. The plushie auto-kills all villains, and is usually a great chance at a win in the mid-to-late game, especially if a slingshot is involved. Its ability to run over a rival for a game-ending bank makes it invaluable.

Amongst the Something Has Happened Cards, I chose only 3 of Nothing Has Happened. I didn't feel there was a lot that added to my deck, but a number of things that could hurt it. With these 3 insurance policies in the deck, it basically assures that my deck will run the way it's supposed to without too much opponent intervention.

Finally, you must have Villains. 2 Vira and 2 Lord Darigan seemed to make the most sense. They are both good at holding down the fort while you get set up. I would have played 3 Darigan, but it's not easy to always know you'll have a Grarrl around when you need it.

The deck strategy takes some practice. Try to bank early if possible and start the card advantage. Hold off your opponent as much as possible, as some early banks could lead to trouble late. Use your books to draw and sift early. Once you're set-up with Slingshots and boomerang items, start trying to press the issue by staying in the same arenas as your opponent. Your Pets should be faster and stronger, and should win most contests, even against rivals. When it gets late, use Poogle Racer to expose open arenas and drop some of the bigger bank items for the win.

The deck will take practice, and you probably will not do well with it immediately, but it will be very good for you the more you practice with it. Good Luck! ●

Basic Neopets:

3x Blue Poogle
3x Yellow Poogle
3x Red Grarrl
1x Green Grarrl

Main Deck: Items:

2x Dark Faerie Token
3x Jerdana's Orb
1x Essence of Brain
1x Faerie Dishwater
1x Potion of Strength
1x Potion of Speed
3x Biting Book
3x The Theives' Code
2x Beyond Neopia
3x Grimmoire of Thade
3x Hidden Tower Secrets

Equipment:

3x Faerie Slingshot

Experienced:

3x Poogle Racer
2x Grarrl Gladiator

Heroes:

2x Malevolent Sentient Poogle Plushie

Something Has Happened:

3x Nothing Has Happened

Villains

2x Lord Darigan
2x Vira

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Card Advantage

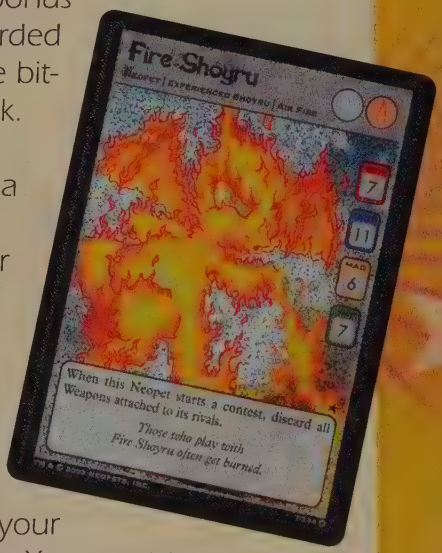
By: Matthew Murphy

Sometimes building a deck that works can be a very difficult task, the hardest part can be making sure all the cards work well together and with only 240 cards to choose from it can make for a very interesting deck. Any good deck builder will tell you that card advantage is a very key element to building a successful deck. This deck is full of card advantage; the purpose is to make sure you always have a hand full of cards by never losing your items in a contest and banking cards that replenish themselves.

Faerie Slingshot
EQUIPMENT | WEAPON
+1
MAG
+2
To play this, tap 1 of your Neopets.
Whenever you play an Item in a contest in any arena, this Equipment gives +3 to all stats for that contest.
Say "aaaaahhh!"
2

The key element to this deck is Faerie Slingshot, equipment that gives a +3 bonus to all your Neopets stats when an item is playing in a contest. The best part of Faerie Slingshot is that its bonus isn't limited to one; it gives a +3 bonus for each Slingshot in play. Faerie Slingshot helps win most contests just by giving your Neopet such high stats that without rolling a 6 six most of the time your opponents Neopets stats can't match up.

Besides the Faerie Slingshot, other key elements to this deck are Potion of Strength/Speed, Faerie Dishwater, Essence of Brain, and Everlasting Apple. When these are used in a contest to give a bonus to your Neopet's stats they will come back to your hand if you win, thus allowing you to more likely keep all the cards in your hand to reuse at a later time. They also have a bank value of 3, so when you get multiples they can be banked to help get you closer to victory. More card advantage comes from the books (Biting Book, Beyond Neopia, Hidden Tower Secrets, and The Thieves Code.) When you bank Beyond Neopia and The Thieves code they allow you to draw a card, this way you don't lose a card from your hand when you have to bank allowing for more options. When Biting Book is banked draw 2 cards and discard 2 cards. When the Hidden Tower Secrets is banked you may return up to 2 books from your discard pile to your hand, helping bring back any books that were used as stat bonus or discarded with the biting book.


Fire Shoyru
NEOPET | EXPERIENCED SHOYRU | AIR FIRE
7
11
MAG
6
7
When this Neopet starts a contest, discard all Weapons attached to its rivals.
Those who play with Fire Shoyru often get burned.

When putting a deck together it is important to keep in mind the stats of your Neopets. You want to make sure that you are not too

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vulnerable in any one arena, allowing your opponent to dominate the game by abusing your weakness. All around, the Eyrie's stats are average. They don't dominate in any one arena. They have a higher strength than most but are very lacking in the magic and Intelligence arenas. A great way to make up for their weakness is by playing with the experienced Neopets, Battle Eyrie and Eyrie Guard.

Battle Eyrie only has a base of 4 in the Magic arena, but add their ability to roll two dice instead of one helps give you a large advantage. Now add a Faerie Slingshot and an item, you now have a pretty good chance of winning any contest. Another Experienced Neopet that helps a lot is the Eyrie Guard. Eyrie Guard gets +3 to all stats in contests on your opponent's turn. Again when combined with a Faerie Slingshot and an item, he makes for a very large wall when your opponent starts a contest.

Tishi and Goliath
To play this, you need an Air Neopet.
Choose a Villain in play. Move it to an arena of your choice that doesn't already have a Villain.
Stage four of the Faerieland Magic Academy Entrance Exam was notoriously difficult.

The other Experienced Neopet in the deck is Fire Shoyru, When Fire Shoyru starts a contest, discard all weapons attached to its rivals. This basically makes your opponent have to move any Neopets with weapons out of the Fire Shoyru arena. A great card that works with Fire Shoyru is Secret Passages. Secret Passages allows you to move each of your untapped Neopets into an arena of your choice. This works great when your opponent is trying to dodge your Shoyru and save his weapon. This also works when trying to get that last banked card by moving one of your Neopets into an open arena.

Secret Passage
To play this, you need an Air Neopet.
You may move each of your untapped Neopets and Heroes to an arena of your choice. (You don't have to move them all to the same arena.)
After three years of hiding, Grimilice knew his way around the Space Station better than anyone.

Once this deck gets set up it is very hard for any opponent to win a contest. You will almost always have a hand with more cards then your opponent because the return effect of the potions and the card drawing from banking your books. ●

Basic Neopets (10)

- 2 Red Shoyru
- 3 Blue Shoyru
- 3 Green Eyrie
- 2 Red Eyrie

Main Deck (41)

- 3 Faerie Slingshot (equipment)
- 3 Faerie Dishawater (item)
- 3 Essence of Brain (item)
- 3 Potion of Strength (item)
- 3 Potion of Speed (item)
- 2 Everlasting Apple (item)
- 3 Biting Book (item)
- 3 Beyond Neopia (item)
- 3 Hidden Tower Secrets (item)
- 3 The Thieves Code (item)
- 3 Fire Shoyru (experienced Neopet)
- 3 Battle Eyrie (experienced Neopet)
- 2 Eyrie Guard (experienced Neopet)
- 2 Secret Passage (something has happened)
- 2 Tishi and Goliath (something has happened)

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Why Are Some People So Lucky?

By: Paul Hagan

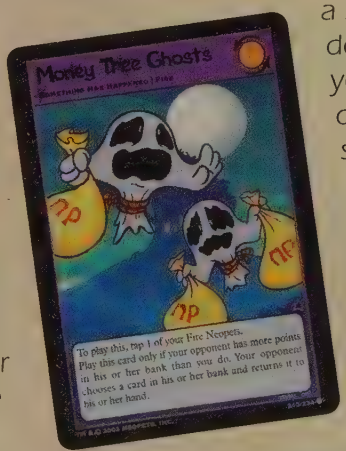
Have you ever wondered why it seems like the same couple of people keep winning all of the tournaments? They always seem to draw all of the right cards, win all of their dice rolls, and have a firm hold on all the luck. How is that possible?

The truth is that luck has very little to do with it. The same players win because they make the right choices, not only in the game but when they are building their deck as well. What are the right choices, though?

Below are some helpful tips and hints to put you on the road to becoming a better player. Follow these suggestions, and you will be one of those people winning your local tournaments week after week.

Multiples of Cards

The best place to start is probably with your card choices. It's obvious that your deck should consist of the best cards. If one Money Tree Ghosts is good, aren't three better? One of the best ways to improve your odds of drawing the right card at the right time is to play multiples of those cards. Say you have a forty-card deck, and you really need The Giant Grarrl to help you win the game in your next turn, would you rather have a one-in-forty (2.5%) chance of drawing it or a three-in-forty chance (7.5%) of drawing it? This is one of the big reasons why some players seem to draw the right cards all of the time: They have better odds of drawing winning cards!


Money Tree Ghosts
To play this, tap 1 of your Fire Neopets.
Play this card only if your opponent has more points in his or her bank than you do. Your opponent chooses a card in his or her bank and returns it to his or her hand.

Deck and Neopet Stack Size

To be brief, you should play the absolute minimum amount of cards that you possibly can. For most formats, this means a deck of exactly 40 cards and a Neopet stack of exactly 10 cards. The reasoning behind this is almost the same as the reason behind multiples of cards. Whenever you need to draw your best cards, your odds are better with a smaller deck. Say you need to draw that same The Giant Grarrl to win the game, but you only have one left in your deck. With an eighty-card deck, you have a 1-in-80 (1.25%) chance of drawing your game-winning card, while in a forty-card deck, you have a 1-in-40 (2.5%) chance.

Playtesting

Once you have decided roughly what kind of deck you want to play, the best way to weed out the bad cards and find good cards is through playtesting. Find the best decks other people are playing, and then play against them over and over. Whenever you draw a card that you really don't need and are upset to see, make note of it. Also make note of what cards you are always happy to see. After a load of testing, if a specific card keeps coming up as a disappointment, cut it from the deck. Likewise, if a card is great in all circumstances, play more of it. Repeat this process as much as necessary, and eventually, you will have a good, final version of your deck.

The Giant Grarrl
Hero | Grarrl | Dark
To play this, tap 1 of your Dark Neopets.
We don't know what his name is. Nobody's had the opportunity to ask.

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Know Your Deck

I can honestly say that almost every person I have ever seen win a tournament knew his or her deck. By this, I mean that they knew every card in it, what cards they had drawn, what cards they would draw, what cards worked well with one another, and so on. The only possible way to get in this state of mind is to play your deck over and over and over again. By the time you are ready to enter a tournament, or go play with a bunch of friends; you will be making very few mistakes and will be able to almost go on autopilot.

Red Grarrl
This Neopet gets +2 to all stats in contests against Light rivals.
Grarrls are powerful, fierce, and terrifying. At least, that's what they want you to think.

Always Start Contests

You should start a contest in every arena possible during your turn. Even if you have a lowly Yellow Korbat (Strength 1) and your opponent has a Red Grarrl (Strength 9), you still have a 1-in-6 (16.7%) chance of getting a 6 on your roll and winning the contest.

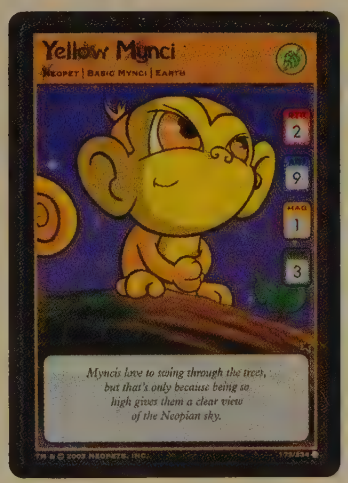
Retreating

Sometimes, even if you have a Neopet that only has one good attribute (Yellow Mynci with Agility 9, for example) in its home arena, it's a good thing to retreat. This could be because your opponent has gotten the upper hand with an experienced Neopet or a Villain has just hit the board. In any case, know when to give it up and either move or trade your Neopet. Remember, free wins are always better than the giant chance of losing in a contest.

Banking and Drawing

Even though the point of the game is to reach 21 Neopoints in the bank, sometimes its better just to draw a card. Remember, every card in your hand serves a purpose besides the little coin in the bottom corner, and you should take advantage of those. Many games tend to be decided by one player using all of his or her resources early in the game to bank up to 14 or 15 points, only to be overwhelmed by an opponent who still has a hand full of cards later in the game. A good measure of the correct amount of banking and drawing is making sure you have at least two cards in your hand at all time, in case of an emergency.

Remain Calm


Yellow Mynci
Myncis love to swing through the trees, but that's only because being so high gives them a clear view of the Neopian sky.

No matter what has happened in a game, you should always try to remain calm. Whether you start breathing deeply, become completely silent, or begin to joke with everyone around you, do whatever it takes to keep your cool. Once a player begins to worry too much about winning or losing instead of just playing the game and having fun, they are much more likely to make a game-deciding error. Even though it's a horrible cliché, remember: winning isn't everything.

Never Give Up

The last point is often the most important, and that is definitely true in this case. The biggest piece of advice you can heed is to not give up the game until it is absolutely over. If you know that you will lose the game on your opponent's next turn, then try your best to win this turn. Although this sounds obvious, one player accepting defeat when there are still options available to him decides far too many games. If you will only win one game out of one hundred by continuing to play until the end, then that is one more game you win than you would have by quitting.

Now you know why some people are so lucky: they aren't. They just make the right choices before the game, and during it, and that leads them to more wins. By constructing your deck well, learning how to play it, and keeping the tips above in mind while playing your games, you can be one of those people. In the end, though, remember: winning isn't everything. Having fun is. ●

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Working with Neggs

By: DeQuan Watson

Neggs are one of the major item types in the Neopets game. I saw some interesting interactions between them right from the get go. This made me immediately want to build a deck around them. They aren't really the most powerful type or anything, but they are definitely fun.

After looking over the spoiler list, there are a total of ten Neggs available in the first set. That's a lot to work with. I haven't run the numbers yet, but it's probably more than any other particular type of item or equipment. After playing a few games online, I noticed there are a TON of different Neggs. This is neat, because it means there are many more to come.

Let's go over the various types of Neggs.

NOTE: for the purpose of saving time we will use the following:

A = Agility,
I = Intelligence,
M = Magic,
S = Strength

FEROCIOUS NEGG - +2A, +2I

When you win a contest, search your deck for a Negg and put it into your hand.

This is one of the best Neggs. The problem is that it is extremely hard to get, since it is a foil card. I would recommend playing the full allotment of three if you are going to go Negg heavy in your deck. This is great utility; since it lets you get a Negg to help the most in any given situation.

Ferocious Negg
If you win this contest, you may search your deck. You may take a Negg from your deck, show it to your opponent, and put it into your hand. Then shuffle your deck.
Some Neggs are happy to be picked and eaten. Others, however . . .
2
–
+2
–
+2

CACKLING NEGG - +3A

You need an Earth Neopet to play this. +3A for each Negg in your bank.

This Negg is good if you plan to lock up the agility arena. A couple of these can help you win this arena easily. You can put your opponent in a position that they can only win by rolling a six. Sometimes they will still win, but now it is a one in six shot.

SILVER NEGG - +4S, +5A, +3I

Add +2 to all stats if your opponent does not play an item in this contest.

This is cool in general. This card has some strategy as to when to play it. Try playing it during the second or third contest of the turn. Either then, or when your opponent has very few cards in hand. It's a good way to help seal the deal on a contest. I like cards with strategy and skill built into their usage and this is one of those cards. The bonuses on this card alone make it worth playing.

Silver Negg
This card gives an additional +2 to all stats if your opponent didn't play an item this contest.
It is estimated that one in every four hundred Negg turns a rare silver colour when ripe.
2
+4
+5
–
+3

STRIPED NEGG - +4A

If you lose this contest, discard a Negg from your bank.

This seems like a big drawback, but it is truly worse than it is. The real reason being that this is the only Negg in the set that is worth 4NP on its own. It may or may not be a chance worth taking. If nothing else, you can simply use it as a banking only card in your deck. It still counts has a different type of Negg in your bank.

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SPECKLED NEGG - +4A, +4I, +4S, +4M

If all of the cards in your bank are Neggs, this card is worth 4 neopoints.

Honestly, a well balanced deck is going to have a lot of trouble having just Neggs in your bank. But, it is definitely worth it to have the chance at getting +4 to all your stats. It allows this card to be used in any arena.

There aren't many cards in the set that give bonuses greater than 2 to multiple stats, much less all four of them. I would recommend playing this even if you aren't playing a Negg heavy deck.

YELLOW NEGG - +5A, +2M, +2I

If you have at least 4 Neggs of at least 4 different names in your bank, this card is worth 4 neopoints.

I like this Negg too, but it's not as insane as some of the other. This one is simply well balanced. Also, since it is an uncommon, it's reasonably easy to get your hands on. Cards that give bonuses to multiple stats are always great.

Blue Negg
Item | Food Negg
If you have at least 4 Neggs that have different names in your bank (including this Negg), this card is worth 4 points.
There aren't many blue things that grow naturally and taste good. The Blue Negg is no exception.
2
+3
+4

BLUE NEGG - +3S, +4A

If you have at least 4 Neggs of at least 4 different names in your bank, this card is worth 4 neopoints.

The multiple Negg in your bank theme is on several cards, so this just helps reinforce that concept.

BROWN NEGG - +8A

This is probably the weakest of all the Neggs. It does nothing special and has no added benefits. However, getting +8 to a stat is nothing to laugh at.

GREEN NEGG - +4A, +2M

If you have at least 4 Neggs of at least 4 different names in your bank, this card is worth 4 neopoints.

This is another one with the multiple Negg in bank requirement. It's got a nice bonus set to it, so it's definitely worth playing.

Green Negg
Item | Food Negg
If you have at least 4 Neggs that have different names in your bank (including this Negg), this card is worth 4 points.
When eaten, most Neggs have some special magical effect.
2
+4
+2

HAPPY NEGG - +2A

When you bank this card, you may take a Negg from your discard pile and put it into your hand.

At first I saw the bonus line on this Negg and thought, "Man, this must be the worst one." However, the ability is great. You don't ever truly want to have this one in play. You just want to bank it so you can recycle any lost Neggs. This helps recover Neggs that were lost in contests. Also, cards like this are greet against discard heavy decks.

Using the Neggs as part of your winning strategy can be both neat and fun. Truth be told though, at this point in the game, it's hard to get by playing ONLY Neggs as your items. With just Neggs, you will have a lot of holes to fill in your deck. You have to find some other things that work well with them. I'd imagine after another set or two, there will be enough variability in the Neggs to allow you to play with those as your only items.

I like the interaction between these items a lot. They are reasonably simple and pretty straightforward. Another thing to remember is that these are items that are also FOOD. This is important for a few cards in the set, so you might want to search around for some interesting interactions and worth them into the same deck. One such card is Snorkle. It's a Petpet card that allows you to discard a food card to give the Neopet that it's an additional +3 to all stats. This can be huge. It can be even better if you are pretty set on winning the contest and have a Happy Negg in hand. You can then bank the Happy Negg and get back the Negg that you discarded to the Snorkle. There are a lot of small strategies like this in the game that make playing lots of cards of a particular type very interesting.

You can find several Negg decks posted on the Pojo.com message boards if you want to try and playtest one. Have fun with your Neggs. ●

Happy Negg
Item | Food Negg
When you bank this card, you may return a Negg from your discard pile to your hand.
If your opponent is smiling, there's probably a Happy Negg in his or her hand!
2
+2

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Banking vs. Decking

By: DeQuan Watson

During the course of a game, there will be a ton of decisions that you will have to make. You will have to decide what Neopet to play certain items on. You will have to decide what arena to play your villains in. But, of all the decisions you will make during a game, the toughest is usually deciding whether to bank a card or draw a card after winning a contest.

On paper it seems like an extremely easy decision to have to make. You're just deciding to either get points or get a card right? Wrong. The decision is a lot more difficult than that. There are so many factors to consider.

The largest of all the factors to consider is the tightness of the game. How close is the score between you and your opponent? How close are you to winning? How close is your opponent to winning? The answers to these questions can really change your decision. If the game is close in score, you want to keep it that way. When the score is close, not only are you forced to make tough decisions, but your opponent is forced to make those same tough decisions.

Now in the unfortunate situation that your opponent has a large lead on you, you need to bank all the cards that you can. Be very wary when your opponent reaches 15 or more points. It is very likely that they could pull a trick or two for a quick five or six points.

You'll also need to consider heavily the bank cost of your cards. Early in the game, you can afford to bank a few small point cards. But after a few turns have passed, you should be looking to bank cards of three points or more. This helps balance your game and should keep your bank total competitive.

All this time, we've been discussing the banking issues. When are the best times to draw a card? Well, to be honest, this is a much harder situation to figure out. There are a few good hints to follow though.

First and for most, check your options. If the bank costs on your cards are low, then you need to get more cards in your hand.

Grimoire of Thade
ITEM | BOOK
You can bank this card only when one of your Experienced Neopets wins a contest.
When you bank this card, draw 2 cards.
Thade wrote down every puzzle he ever devised in this book. The last person to read it made it all the way to page two before he went insane.
+1
+1
+2
+5

Later in the game, you want to have cards that bank for three or more points. You might need to spend a few turns earlier in the game loading up your hand. Options are a good thing.

You should also think about the game state. Are you weak in a particular arena? If so, then you need to hunt down one of your villains to slow your

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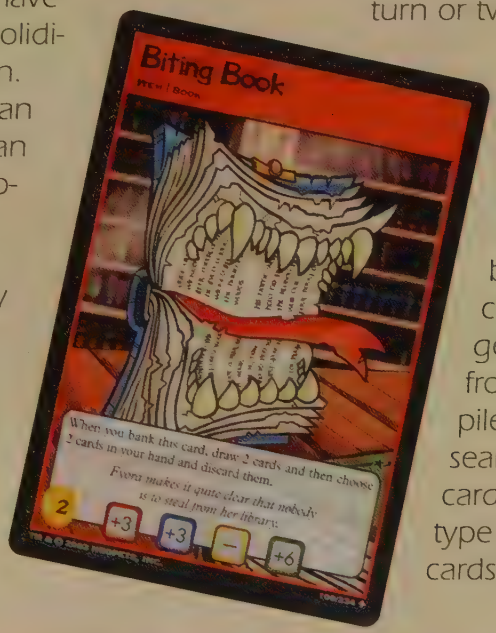
Apple Lantern
When you bank this card, reveal the top 2 cards of your deck. Put any Fruit there into your hand and put the rest into your discard pile.
These cute little festive lanterns have been all the rage since the pumpkin patch mysteriously went missing.
2
+4

opponent down in that arena. Maybe your opponent has a villain that's too hard for you to deal with. If that's the case, you need to hunt down one of your heroes to help break through. The only way to do this is to draw cards.

You can always draw cards once you seal off some loose ends though. If you can lock down multiple arenas then you have more time to solidify your position. By locking up an arena, we mean that your opponent can only win by spending cards or by rolling a six on the die roll. When you can overpower an arena, good things happen. Your opponent has to spend cards to win the contest. This means that your opponent is going to have fewer cards to bank. On that same note, the threat of your opponent winning is lessened. This means that you can opt to draw more cards.

Now, it is obvious that both banking and drawing each have their own separate merits. However, this doesn't mean that that they cannot be used in conjunction with one another. You can build your deck to take advantage of both angles.

There are some cards that will allow you to draw a card when you bank a card. These types of cards take all the thought out of your decision. You can get away with banking cards and still keeping your hand size up. There are also a lot of cards that let bank a card and get another effect. Those are great. Obviously you want to get those into your bank as fast as you can. Sometimes even moving your opponent's NeoPets around can buy you turn or two.


Biting Book
When you bank this card, draw 2 cards and then choose 3 cards in your hand and discard them.
Evora makes it quite clear that nobody is to steal from her library.
2
+3
+3
+6

Be sure to check out all of your cards with bonus effects. Sometimes banking cards can allow you to get cards back from your discard pile, or let you search for certain cards. Having that type of utility in your cards is great. This can make banking a card just as good as drawing a card. These types of cards can also be a headache for your opponent. You might want to include a few of these types of cards in your deck.

Blue Paint Brush
When you bank this card, you may search your Neopet stack. You may choose 1 of your Basic Neopets in play and replace it with a card from your Neopet stack. Then shuffle your Neopet stack. (The new Neopet is tapped if the old one was and it keeps all the Equipment the old one had.)
In Neopia, feeling blue is not necessarily a bad thing.
2
+4

There are several of them out there, so take your time and go through the set to find ones that you like.

Even though these concepts seem small, having to decide what to bank and when to draw are actually some of the largest decisions in the game. Choosing right or wrong can swing the game favorably for you or your opponent. As with everything, you will only get better with practice. Don't sweat the decisions too much though. You'll have plenty of time to get them right. ●

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The Combos of Neopets

By: Scott Gerhardt

To begin this article, I'm going to tell you what a combo is. Combo (short for Combination) is a series of 2 or more cards that have an effect greater together than they might have on their own. This is one of the greatest parts about what makes any Trading Card Game fun - finding and playing combos. I'm going to take this time to try to point out a number of them I have found while playing the game.

#1 – Faerie Slingshot + Earth Faerie Leaves + Everlasting Apple.

I chose Everlasting Apple for no good reason – this could be any of the 4 or so items that return to your hand if you win the contest. First of all, the Apple plus the Leaves gives you an item that you will be able to play in that contest every single time, win or lose. Knowing that you will always be able to play an item is quite an overall boost. Next, let's add in the Slingshot. The Slingshot works amazingly well with the boomerang items since it gives +3 to all stats for whatever Neopet is in the contest regardless of the position of the Slingshot on the board. Add that to the item itself, and it gets brutal. We won't even talk about what happens when you get 2 or 3 Slingshots on the board – ugly. Adding in the Earth Faerie Leaves gives you a combo that makes you completely unafraid of your opponent rolling a 6. If they do, no big deal – the Apple comes back. A lot of Earth decks should consider this combo.

#2 – Traveling Library + Cleansing Flames + Books.

This is a combo, that if set up right, can easily win you

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the game as quickly as turn 5. Light decks can easily draw a lot of cards, especially with the help of the books that allow you to draw when banked. The goal here is to utilize good bank card effects, like drawing, and not worry about their bank value. Once you are able to get about 5-6 cards in your bank, you go off. You'll need to have it set up with 2 light and 1 fire Neopet. First, tap a light to use Library. Next, do it again with the other light. You should have a ridiculous amount of cards in your hand at this point. Finally, tap the fire for Cleansing Flames, getting rid of all those cheap books and try to drop 3 and 4 point items. With 6 items, it's pretty easy to hit 21 and win on the spot.

#3 – Kacheek Thief + Secret Passage

This is a very control-based combo, being used to insure your opponent's bank total remains low. Since this combo leads towards a deck that has you banking less, make sure your banks will count. In this game, you will only be able to stop your opponent from banking so many times. They will get some cards into the bank. They also can only hold down 3 arenas at a time. Using this combo, you can very quickly set up your Kacheek Thief into the empty arena(s), and use their abilities to keep your opponent's bank empty.

Kacheek Thief
Secret Passage
To play this, you need an Air Neopet. You may move each of your untapped Neopets and Heroes to an arena of your choice. (You don't have to move them all to the same arena.)
After three years of hiding, Grimilix knew his way around the Space Station better than anyone.

#4 – Rainbow Swirly Thing + Battle Eyrie

The Swirly Thing and many other cards are pretty bad. They are bad because they require a 6 to have almost any effect. So why not increase the chances of them working by adding in the Eyrie, which lets you roll 2 dice, doubling your chances at the auto-win. While the chances of 1 in 6 are bad, they're not nearly as bad when they are 1 in.

Rainbow Swirly Thing
Battle Eyrie
Roll an extra die when this Neopet is in a contest (and add it to your result).
By the time the bandits heard the unsheathing of steel and the thunderclap of pounding wings, it was too late.

Play an Equipment heavy deck and you can blitz through it pretty fast with some rather beefy Neopets along the way.

#5 – Jeran's Armour + Peachpa

The Armour is an obvious combo with Jeran's Sword, but is not as obviously a combo with Peachpa. Peachpa is a nice little fruit that gives a couple of very nice bonuses for an item, but doesn't work if your opponent plays an item.

Luckily, Jeran's Armour keeps them from playing an item, allowing good 'ole Peachpa to do its worst without fear of being discarded. This would sure help make a fruit/food deck run a lot easier. ●

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Top 5 Basic Neopets

By: DeQuan Watson

Many of the basic Neopets do a lot of the same things. This made selecting a top 5 here extremely difficult. But at the moment, with the current state of the game, here are the basics that made my top five list. These five Neopets just barely edged out the rest of them.

Blue Poogle
This Neopet gets +1 to all stats in contests on your turn.
Poogles are curious, playful, and friendly. They love to read and are always eager to learn.

Blue Poogle

The stat line on this basic Neopet is amazing. It has a 6/4/5/6 line. That's great. However, this Neopet is so amazing because you get a +1 to all stats in contests on your turn. That's insane. It's very hard to keep from saying, "Put three of these in everyone one of your Neopets decks." The card is simply that good. Think about it. On your turn it is effectively a 7/5/6/7. That's by far the best you are going to pull together on a basic Neopet. After evaluating it, take a look at how awesome it gets with some added equipment.

Red Shoyru

The Red Shoyru is on this list for nothing else but game balance. This is a Neopet that you are never upset to draw. It gives you a fighting chance in every arena. It's good to know that you'll never have less than a four in any arena. Granted, a four isn't super, but it's far from bad. This Neopet can help you balance a deck and minimize your witnesses.

Red Korbat

This guy isn't exceptionally amazing, but does still seem to be quite popular. Since so many people like playing with Dark neopets, you can expect to see a lot of these around. What makes this little gem so surprising is that it comes in every starter deck. I'm sure both of these factors are what keep Red Korbat popping up in a lot of decks.

Red Lupe
This Neopet gets +2 to all stats in contests against Air rivals.
Even though they are hunters by nature, Lupes are also natural-born protectors, always throwing themselves into danger to help friends.

Red Lupe

I'm personally a fan of the villains that require Earth Neopets, so that's one of the reasons that this guy made the list. More importantly, with a 6/2/5/5 stat line, it gives you a nice balance to play with. You don't want to have Neopets that are linear. You want to have a decent shot in every arena and this guy helps. Red Lupe also gets a +2 to all stats against Air rivals. This helps against those bothersome Eyries.

Green Kacheek
This Neopet gets +2 to all stats in contests against Dark rivals.
Kacheeks are a shy little species that lives in the lush meadows of Neopia.

Green Kacheek

The Green Kacheek is a Light type Neopet. This is good, because several of the Something Has Happened cards require you to have a light Neopet. But even with that fact aside, it comes with a decent stat line. That's not all though. It also gets a bonus from against Dark Neopets. You get a +2 against all Dark Neopets. As it stands, dark is probably the most played type of Neopet in the game. This gives you an edge in quite a few matchups.

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Top 5 Villains

By: DeQuan Watson

Villains might be some of the most under rated card types in the game. They don't do much on their own merits. However, they take up space in arenas you don't feel like fighting in and slow your opponent down. Sometimes that's all you need.

Lord Darigan

Lord Darigan is a very interesting card. It's a Villain that actually helps your Neopets. All Dark Neopets get +1 to all stats while Lord Darigan is in play. Also, Lord Darigan only has one stat that is below 15. This makes him a very formidable opponent is every way. Every deck that's heavy on Dark Neopets definitely needs to play three of these. Not only does it hinder your opponent's progress, it helps you win more contests. You can't ask for much more than that out of any card.

Evil Sloth Clone #238

This Villain only has two strong stats (strength and agility). That is not a big deal really. The trick to this guy is that he lets you keep perpetual Villains in play. When this Villain comes into play you get to search your deck for another Evil Sloth Clone #238. This can allow you to have a Villain on the table for several turns. If you're trying to tie up a game to buy yourself some time and slowly put it out of reach, this could be your man for the job.

Werelupe Sage

Everyone knows that you want some versatility with your Neopets and Heroes. What people don't think about is that versatility in your Villains can be equally as good. The Werelupe Sage has high stats in everything but Agility. This means that you can use it multiple arenas. He's also good in a pinch to just buy you a turn if you need it late in the game. This isn't a Villain that is going to totally swing games, but it's a good solid Villain for decks heavy on Earth Neopets can play.

MAGAX: Destroyer

This guy is on the list just because of maneuverability. This is very neat. This guy requires you to have a Fire Neopet to come into play. But that just means that you are already set to use his ability, if you can put a Fire Neopet into his arena to move him to a different arena. This doesn't seem like that big of a deal, but if your opponent has gotten away from your villain or found a way around it, you can put MAGAX back where you need him.

Jhudora

Jhudora has two stats that are above 20. This is going to make it hard for your opponent to get rolling in the Magic and Intelligence arenas. Jhudora's ability doesn't allow anyone to bank cards without first discarding a card. However, if you are playing a deck that is made to control your opponents hand size, then this Villain is perfect for your deck. She doesn't fit in any many decks, but the ones she does, she can be devastating.

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Heroes can play a big part in a game. The odds are you won't be packing very many of them in your deck. But you want them handy for those arenas that become hard to break through.

Top 5 Heroes

By: DeQuan Watson

Malevolent Sentient Poogle Plushie
HERO | POOGLE | DARK WATER
To play this, tap 1 of your Dark or Water Neopets.
When this Hero is in a contest, each of its rivals' stats becomes 0. They still get bonuses from Equipment and Items.
"Mummy... Poogly just made a funny noise!"
"Shh, dear, it's nothing. Go back to sleep."

Malevolent Sentient Poogle Plushie

This Hero is very misleading because of it's stat line (1/1/1/1). Technically, this Hero doesn't need to have high stats at all. It makes all of it's rivals stats a zero. They will still get bonuses from outside items. This Neopet works for both Dark and Water decks, so it's got some serious potential. That's a lot of power from a crazy plushie.

Jerdana
HERO | AISHA | LIGHT
To play this, tap 1 of your Light Neopets.
When you play this card into an arena that doesn't already have a Villain, you may choose a Villain in play and move it to that arena.
She was one of the rulers of Tehador.
"Was," that is, before the Darkest Faerie arrived.

Jerdana

Jerdana's uses are limited, but they extremely powerful when they come into play. If your opponent's are using lots of villains that are making your life miserable, you can call on Jerdana to help. When you play Jerdana, you can move a villain of your choice to the same arena as long as there isn't one there currently. This isn't an ability that's useful all the time, but it's extremely helpful.

Jeran
HERO | LUPE | EARTH LIGHT
To play this, tap 1 of your Earth or Light Neopets.
When you play this card, move all of your opponent's Dark Neopets into its arena.
He is Mendell's greatest hero, its champion, and its protector. No creature can stand against his courage and strength. At least, none so far.

Jeran

Jeran is a very interesting Hero. His versatility is what makes him amazing. He has three stats that are over 10 and one of those is a 21 strength. You can tap an Earth or a Light Neopet to get it into play. This allows it to be played in more decks. Another cool thing about Jeran is that he can manipulate your opponent's Dark Neopets by bringing them into his arena. This can effectively buy you a turn or two.

Torshac, Shoyru Scout
HERO | SHOYRU | AIR
To play this, tap 1 of your Air Neopets.
When any of your Neopets or Heroes is in a contest, you may play an Item after the dice are rolled instead of before.
Secrets are never safe when the night has eyes and ears.

Torshac, Shoyru Scout

The is one of the most manipulative cards in the game. Torshac is an awesome hero to have in play. The turn that you have this Hero in play, you can play items in your contests after the die roll instead of before. This is great. You don't waste items needlessly, especially if you were to roll a six. This means you get more cards to bank. Even if it is for just one turn, you can use this Hero to get you a jump on the competition.

Grey Faerie
HERO | FAERIE
To play this, tap 1 of your Neopets.
All Neopets lose their Faerie types while this Hero is in play. You may play cards that normally need you to have or to tap a Neopet of a particular Faerie type by having or tapping any Neopet while this Hero is in play.
A Dark Faerie tricked her, stealing her wings and her name.
Can you help her?

Grey Faerie

For a hero, the Grey Faerie's stats aren't all that impressive. But this card allows from some great deck building strategies. You can play different types of Neopets in the same deck with the help of the Grey Faerie. You can tap any Neopet to put the Grey Faerie into play. Also, while the Grey Faerie is in play, you can play cards in your hand with ANY type of Neopet you have in play, even if the type isn't the one normally required. This helps a lot in making sure that your hand isn't clogged up with unplayable cards. The strategies that this card opens up are endless.

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Top 5 Experienced Neopets

At a quick glance, all of the experienced Neopets seem useful and devastating. Many seem almost broken or game breaking. This was a fun list to put together.

By: DeQuan Watson

Battle Eyrie
Roll an extra die when this Neopet is in a contest (and add it to your result).
By the time the bandits heard the unsheathing of steel and the thunderclap of pounding wings, it was too late.

Battle Eyrie

When I was first learning the game, this was one of my favorite experienced Neopets. The stat line is pretty weak for an experienced Neopet (8/7/4/3). This seems pretty mediocre. That's not what makes this Neopet so good. This Neopets special ability is that you get to roll an additional die during contests. This is amazingly helpful. It makes winning contests a little easier. More importantly, it gives you double the chances of rolling a six for an auto-win.

Fire Shoyru
When this Neopet starts a contest, discard all Weapons attached to its rivals.
Those who play with Fire Shoyru often get burned.

Fire Shoyru

This guy boasts a pretty powerful 7/11/6/7 stat line. >From an agility standpoint, this guy is a house. But you can ignore that altogether if you like. The special ability that this Neopet has is devastating. When you start a contest with this Neopet, you get to destroy not one, but all weapons attached to a rival Neopet. That can make winning some contests extremely easy. Once this guy hits the table, your opponents plays can become extremely limited.

Grarrl Gladiator
When you roll a 5 for a contest this Neopet is in, you automatically win. (You still win on a 6.)
The only thing louder than his battle roar is the cheering of his fans.

Grarrl Gladiator

This experienced Neopet brings an amazing 14 strength stat to the table. This is as good as many of the villains and heroes. This means that this guy can plow through nearly anything in strength contests. The kicker to this guy is that you can win contests on a five or a six. This now gives you a one in three shot of winning any contest regardless of the situation. That's definitely nothing to laugh at.

Korbat Researcher
When you bank a Book with this Neopet, draw a card and then choose a card from your hand and discard it.
Mavarro sighed. "He'd be a lot better at his job if he didn't like the taste of books so much."

Korbat Researcher

This experienced Neopet is great. The only downside is that you have to build a deck to take advantage of it. Korbat Researcher does offer a 13 intelligence (must be all that reading). This Neopet is one of the ones you want when you are trying to cycle through your deck looking for a particular card. When you bank a book, you get to draw a card and then discard one. It doesn't help get you more cards, it just helps you hunt down the card you want.

Mynci Inventor

Many people will look at this and think that I'm crazy, but this card is great. The stats on it are really low for an experienced Neopet. However, it allows you to break part of the game. You get to bankcards every turn while drawing cards. When you bank an equipment card with this Neopet you get to draw a card. This gives you cards for banking and keeps card advantage. You have to build a deck to take advantage of it, but it's well worth it.

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Items are the heart and soul of contests. You need to have these to help win contests in order to bank cards. Without these, your deck almost can't function.

Top 5 Items

By: DeQuan Watson

Jerdana's Orb
This card gives an additional +10 to all stats in contests against Villains.
Fyona used this artifact to imprison the Darkest Faerie for a thousand years.
3
+2
+3

Jerdana's Orb

This card can almost be called 'The Villain Killer.' This is amazing. It gives one of your neopets +10 to all stats against Villains. This means that it obviously only works against villains and is a dead card in your hand the rest of the time. This is a bit unfortunate. However, if you only have one or two in your deck, they shouldn't get in the way. Also, your odds of taking out a Villain go way up when you have +10 to a stat. This item also banks for three neopoints, so it you get stuck with it, it's not completely dead weight.

Kauvara's Potion
To play this in a contest, you need an Earth Neopet. Before you roll for this contest, you may discard this card to choose an Item in your discard pile. Use that new Item in this contest instead.
It makes you stronger. It makes you faster. It cures any disease. Kauvara's really outdone herself with this one.
2
+6

Kauvara's Potion

This is a very tricky card to use. I'd recommend staying away from it if you don't know your deck real well. However, this item can be used on its own in the Magic arena. After all, a +6 bonus is never bad. But it's ability is just as good, if not better. You can discard this card before you roll to get an item from your discard pile and use it in the current contest. If you had something get wasted earlier, you can take advantage of it. It's even better if the new item returns to your hand.

Hubrid's Puzzle Box
To play this in a contest, you need a Dark Neopet. This card gives +1 to all stats this contest for each card in your opponent's bank.
At first I thought the evil cackling and the lightning were all part of the toy.
2

Hubrid's Puzzle Box

We all like playing cards that give us big bonuses. The bonuses offered by this card are easily up there with the best of them. This card gives +1 to all stats for each card in your opponent's bank. After the first four turns of the game, this card is pretty amazing. Since it gives a bonus to all stats, you can use it in every arena. This card is strong in every way.

Potion of Sludge
SLUDGE
To play this in a contest, you need a Fire Neopet. If you win this contest by rolling a 6, you may choose 1 of your opponent's banked cards and discard it.
If it goes down at all, it goes down slowly.
3
+5

Potion of Sludge

This card banks for three neopoints. That's not bad. This card gives you a +5 bonus in the Magic arena. That's not bad. Wait a minute. It says here if you win a contest by rolling a six, you can remove a card from your opponent's bank. Removing cards from your opponent's bank is pretty good I'd imagine. This card can sit at number two.

Aisha Myriad
To play this in a contest, you need a Light Neopet. When you play this card in a contest, reveal the top 4 cards of your deck. You get the stat bonuses and contest effects of all Items there. (They get discarded at the end of the contest.) Put all of the other cards on the bottom of your deck.
The Alien Aishas came up with this strange device. Press a button and see what happens. Go on . . .
3

Aisha Myriad

What's better than getting the bonus of an item? That's easy...getting the bonus of multiple items in a turn. When you play this card, you reveal the top four cards and get to use all of the items that are in those top four cards. Getting the bonuses would be good enough. It doesn't stop there though. You also get all of the contest effects of those cards. To add insult to injury, it banks for three points. There's not a single things bad about this card.

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Top 5 Equipment

Equipment cards can make some really weak Neopets really strong. They do a variety of things in addition to giving statistical bonuses. Here are some of the best ones out there.

By: DeQuan Watson

Doglefox
EQUIPMENT | PETPET
+2
+1
+2
+2
To play this, tap 1 of your Neopets.
When this Petpet is in a contest, all of the stats of each of its rival's Petpets become 0.
A cute mongrel that delights in finding small treats for your Neopet!
2

Doglefox

Doglefox is both aggressive and defensive at the same time. It gives a bonus to every stat. That's already good in and of itself. That's not all it does though. It also negates all the bonuses that your opponent's Petpets give. That's right, it makes rival petpets 0 stats. This can make many cards in your opponent's deck useless. He's also quite cute.

Broken Sword
EQUIPMENT | WEAPON
+1
+1
To play this, tap 1 of your Neopets.
When this Neopet or Hero wins a contest, you may discard this Equipment to choose an Equipment attached to 1 of its rivals and discard it.
The Draik Knight looked down at the broken sword, mourning for his fallen commander.
2

Broken Sword

The bonuses from this card aren't all that special. The fact that it destroys equipment is. Its a very good, efficient, and effective way to get rid of equipment on your opponent's Neopets. It's a common, so it's easy to get your hands on. That fact has kept this card at least slightly popular. This card is definitely not the most powerful on this list, but we can all agree that's it very handy to have around.

Earth Faerie Leaves
EQUIPMENT | WEAPON | EARTH
+2
To play this, tap 1 of your Earth Neopets.
When this Neopet or Hero loses a contest, if you played an Item card in that contest, return it to your hand instead of discarding it.
Sparkling green leaf with a razor sharp edge,
Who would have thought that
you came from a hedge?
3

Earth Faerie Leaves

How many times have you gotten discouraged because you've played an item that went to waste, because you lost the roll? Well, with this equipment, that becomes much less of an issue. If you play an item in a contest involving the equipped Neopet and you lose, you simply get to put the item back in your hand. This is great. You can take a chance on winning and if things don't go your way, use it for your next contest. This can drive your opponent crazy. It also can let you stay ahead on the card count when it comes to banking cards.

Night Stone
EQUIPMENT | CHARM | DARK
To play this, tap 1 of your Dark Neopets.
Your opponent doesn't get to roll a die in contests against this Neopet or Hero on your turn.
Jhudora put it in the little Kougra's hand.
"Next to your heart," she said. Then she smiled.
"And never mind the nightmares."
2

Night Stone

Night Stone is very devastating. This card keeps your opponent from rolling dice in contests against a Neopet equipped with this item. That's a huge change in the game for your side. It ensures that your opponent will have to play items or equipment to win any contests involving the equipped Neopet. This leaves them fewer cards to bank. To top it off, it means you don't have to worry about the auto-wins on the six. This is almost a must have equipment card.

Faerie Slingshot
EQUIPMENT | WEAPON
+1
+2
To play this, tap 1 of your Neopets.
Whenever you play an Item in a contest in any arena, this Equipment gives +3 to all stats for that contest.
Say "aaaahhh!"
2

Faerie Slingshot

This card is by all accounts, simply ridiculous. It offers a small stat bonus of its own, but it's the special ability of this weapon that makes it so good. When you play an item in a contest in ANY arena, the Faerie Slingshot adds +3 to all stats. That's just crazy! This is easily at the top of the list. Bonus damage in every arena never hurts. You can even use any type of Neopet to play the card. This means that it fits in nearly any deck.

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Top 5 Something Has Happened

By: DeQuan Watson

These cards can be played at different times throughout the game for some devastating effects. Most decks won't have a lot of these, but the ones that get played are going to be good.

Darigan's Blight
To play this, you need a Fire Neopet.
Search your deck. You may take a Villain from your deck, show it to your opponent, put it into your hand, and shuffle your deck. Then your opponent does the same.
The final ingredient in the terrible blight spell that Darigan cast over Meridell was two pounds of powdered Earth Faerie wings.

Darigan's Blight

Sometimes you just really need to slow your opponent down. What's the best way to do that? Well, to play a Villain of course. What happens if there's not a Villain in your hand? Well, that's what Darigan's Blight is for. It lets you search your deck for one a Villain and add it to your hand. This card is especially great if you only play three copies of one Villain. Being able to get the Villain you want when you want them is a very good thing.

Sloth's Master Plan
To play this, tap 1 of your Earth Neopets and choose another card from your hand and discard it. Discard all Villains from play.
What if you held a secret evil-masterminds convention and everyone came?

Sloth's Master Plan

When you look at various cards to put in your deck, you are always looking for offensive cards. This card is more of a defensive card. When your opponent makes the playing field too difficult for you to win contests with the help of his Villains, this card is what you need. It allows you to remove ALL Villains in play. In addition to having an Earth Neopet in play, you need to discard another card to play Sloth's Master Plan. It's a price that's definitely worth playing though.

Morphing Runes
To play this, you need a Water Neopet.
Play this card when you or your opponent starts a contest. This contest uses the stat of your choice instead of the arena's stat.
If he could just figure out how to cast the spell, he would be a lot smarter.

Morphing Runes

This card is a very fun, sneaky card. You can lull your opponent into a false sense of security and then surprise them. Because you get to use the stats of your choice, you get a lot of flexibility. You can make your opponent waste cards needlessly. You can move your Neopets around and still have the advantage. You can run from Villains and still get to win a contest or two in an arena that you would normally be weak in.

Traveling Library
To play this, tap 1 of your Light Neopets.
Draw a card for each Book you have in your bank.
I said, "It's so crammed with books, the inside looks bigger than the outside." He just tucked his scarf under his collar and smiled.

Traveling Library

This card is simply amazing. You get to draw a card for each book that you've banked. This is huge, since a lot of the useful books have a very low bank value. This is one of the key cards to book based decks. Card advantage can be huge late in the game after you and your opponent have played out many items from your hands. This helps you stock back up and find those higher neopoint cards to finish the game.

Nothing Has Happened
To play this, you need a Water Neopet.
Play this card when your opponent plays a Something Has Happened card. That card does nothing and is discarded. (If your opponent had to tap a Neopet or do anything else to play it, those things aren't undone.)
Just because you have a white beard and a pointy hat doesn't mean you can do magic.

Nothing Has Happened

What can be better than all the other Something Has Happened cards? Well, the one that stops them all of course. All you need is a Water Neopet on your side ready to go. This card can go a long way to put a halt to your opponent's tricks. With this in your hand, you have no fear of your opponent surprising you with a Something Has Happened card at all. This card is easily one of the strongest card in the game. Just be aware that if your opponent has a Water Neopet out, this card could be waiting for you.

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Top 10 Overall

By: DeQuan Watson

Well, I guess I need to go through the entire card set and make a solid top 10. Scott Gerhardt reviewed each and an every card earlier in the book. I have not seen his reviews, and my reviews are totally independent of his. Look at his 4 star and 5 star cards to get a feel for Scott's Top Cards. Here are my choices for the current top 10 cards in the neopets card game.

10 Korbat Researcher

Getting to looks at extra cards is good. This is the king of card advantage among experienced neopets.

5 Mynci Inventor

You get to bank a card AND draw a card. There's not much better than that. It's the classic two for one.

9 Traveling Library

Getting to draw up extra cards late in the game is a very good thing. Winning gets a lot easier when you have a fistful of options.

4 Faerie Slingshot

This card gives an added bonus from anywhere on the field, as long as you play an item. It's a bonus on top of a bonus.

8 Night Stone

This crazy card puts your rival neopets into a bit of a bind. This makes them really scramble to find a way to win in the problem arena.

3 Lord Darigan

This guy is simply amazing. Not only can you cause problems for your opponent, you can enhance your own neopets to aid in your victory run.

7 Aisha Myriad

You have the potential of getting to use the bonus of up to five total items in one contest. Those are numbers you want to have in your favor.

2 Nothing Has Happened

This seems a bit high on our list, but any card than can just outright stop a bunch of other cards has to be good.

6 Grey Faerie

This card probably allows more deck creativity than any other card in the game. Having the right type of neopet in play is no longer an issue.

1 Blue Poogle

This may not be the strongest card in the game on it's own. However, if you want to fill a slot in your neopets deck, this guy is ALWAYS a candidate.

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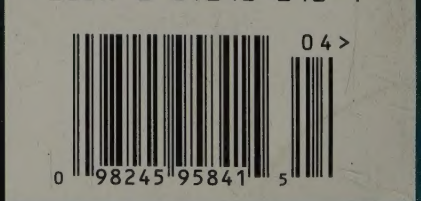

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